

ISSUE NO.  
**265**  
MARCH  
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# GTM

## GAME TRADE MAGAZINE



# SHADOWRUN

CORE RULEBOOK // CITY EDITION // SEATTLE

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## IN THIS ISSUE:

- SAVE MARINE WILDLIFE AND CONTAIN OIL BEFORE IT POLLUTES YOUR WATERS IN *THE SPILL* FROM SMIRK & DAGGER!
- BUILD THE MOST PRESTIGIOUS COMPANY AND MANAGE GOODS IN PEGASUS SPIELE'S *CARNEGIE*!

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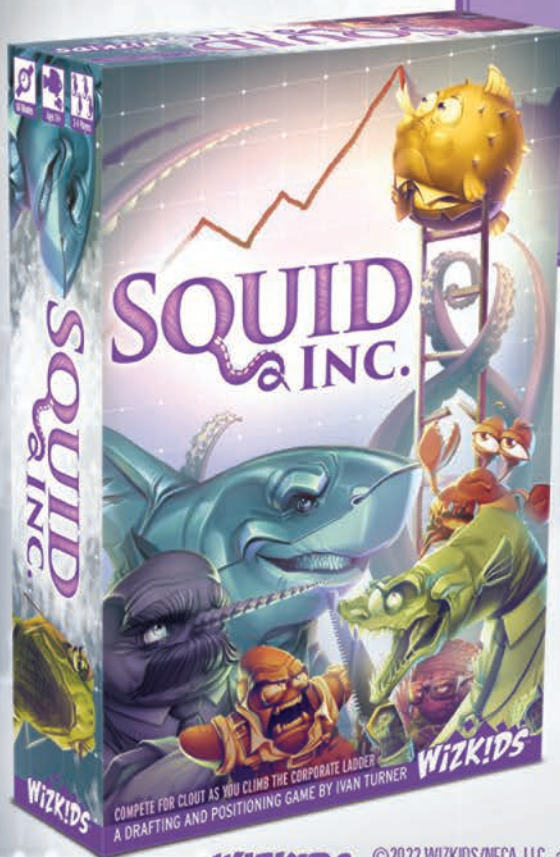
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**Art by Matijos Gebreselassie**



RICHARD GARFIELD

# DUNGEONS, DICE & DANGER



## BECOME A HERO OF LEGEND!

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alea



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by Jason Hardy

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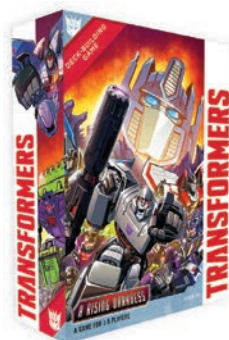
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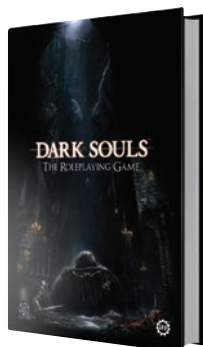
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## Greetings Dear Readers!

Welcome to your March edition of GTM!

We're in like a lion this month, but that's what happens when you work with an incredible assembly of contributors — you get another fantastic issue filled with awesome behind-the-scenes info, cool first looks at upcoming games, and more!

Even as Winter wanes and days get longer, enough shadows remain for those adventurous enough to brave the dark and take those jobs no one else is able to do. In our cover story, we get a sneak peek at some of the processes and changes made for the revised *Shadowrun Sixth Edition Core Rulebook*!

With an enhanced focus on Seattle, this latest version includes additional player options, rules updates, and more to help players navigate the shadows of Seattle and beyond, as they work to increase their rep, take down their rivals, or just score that big payment of NuYen.

Of course, if building a business empire rather than taking one down is more your speed, be sure to check out *Carnegie!* In this latest tabletop offering from Pegasus Spiele, harken back to the height of the industrial revolution in the 19th Century and create the most prestigious company to outdo your rivals.

However, if you prefer to cooperate with your fellow players in order to achieve a greater good, then be sure to take a good look at *The SPILL* from our friends at Smirk & Dagger!

In *The SPILL*, you will race to save marine wildlife, contain pollution, and navigate potential weather hazards as you and other players attempt to avert ecological disaster. With a variety of potential win conditions, plenty of dice, and engaging gameplay, casual and more experienced players alike will enjoy the challenges of *The SPILL*.

As we part, be sure to check out the fantastic giveaway courtesy of the fine folk at Steamforged Games and bring some incredible miniatures to your tabletop! All this and more, friends.

Game on,  
JG



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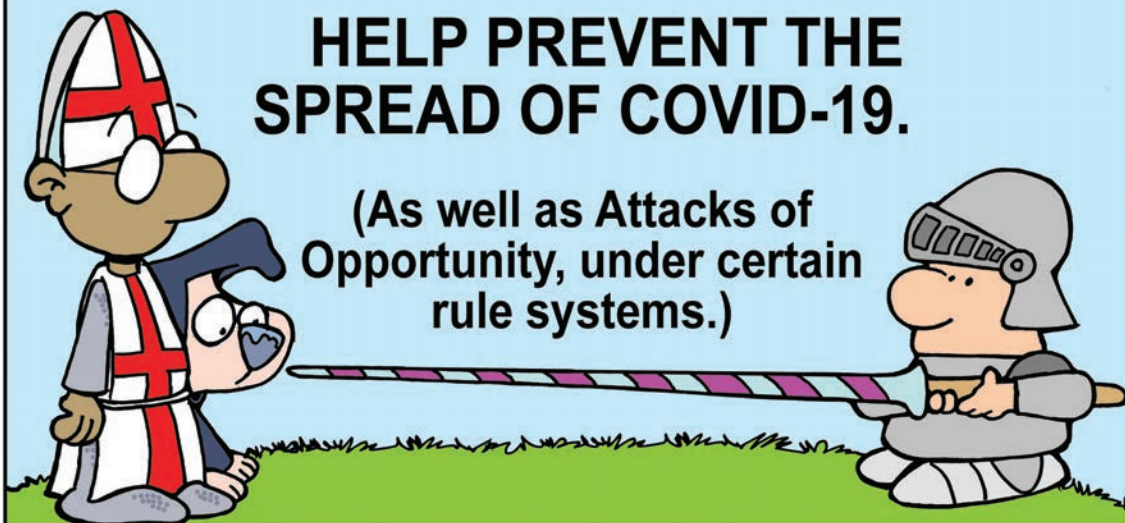
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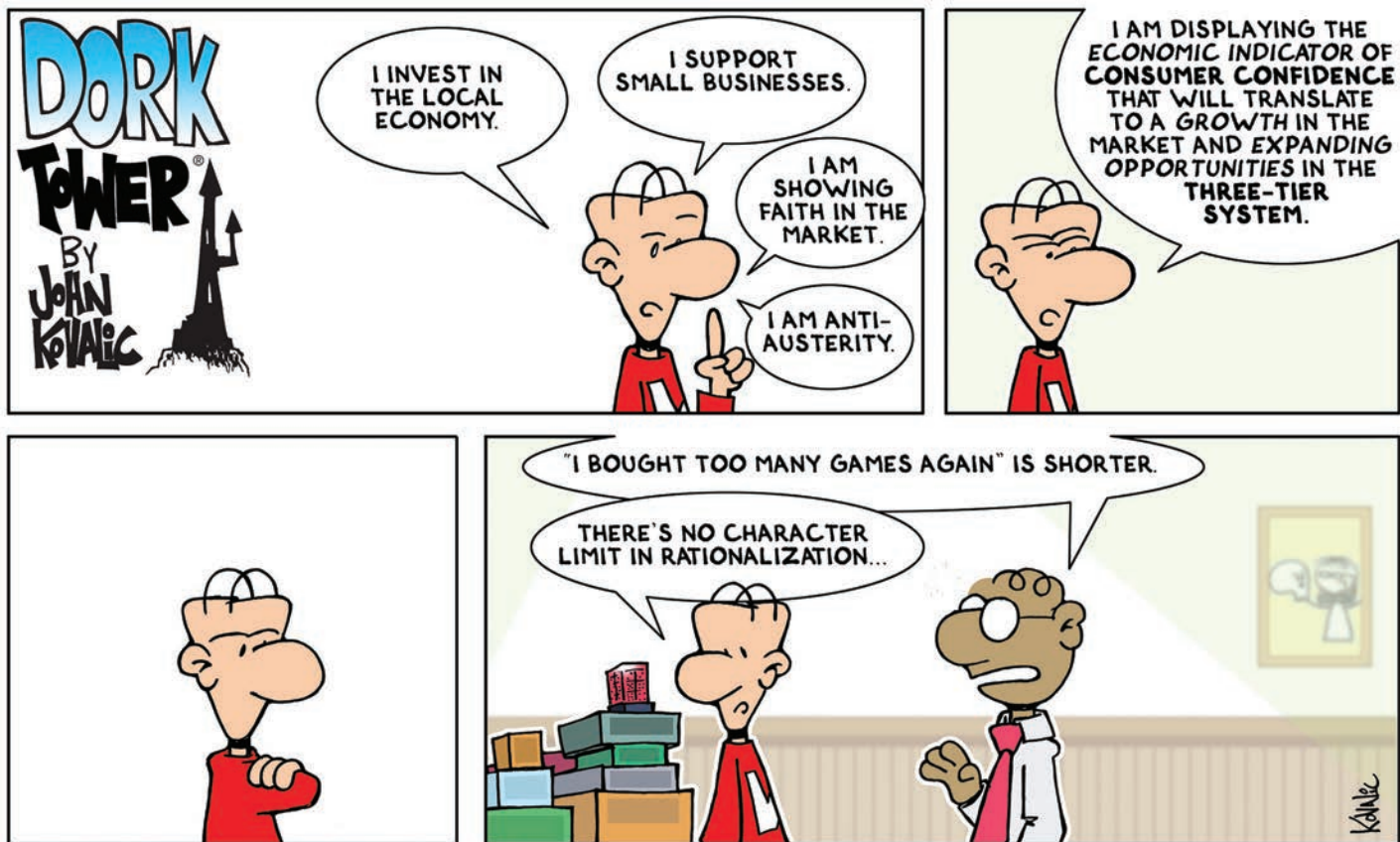
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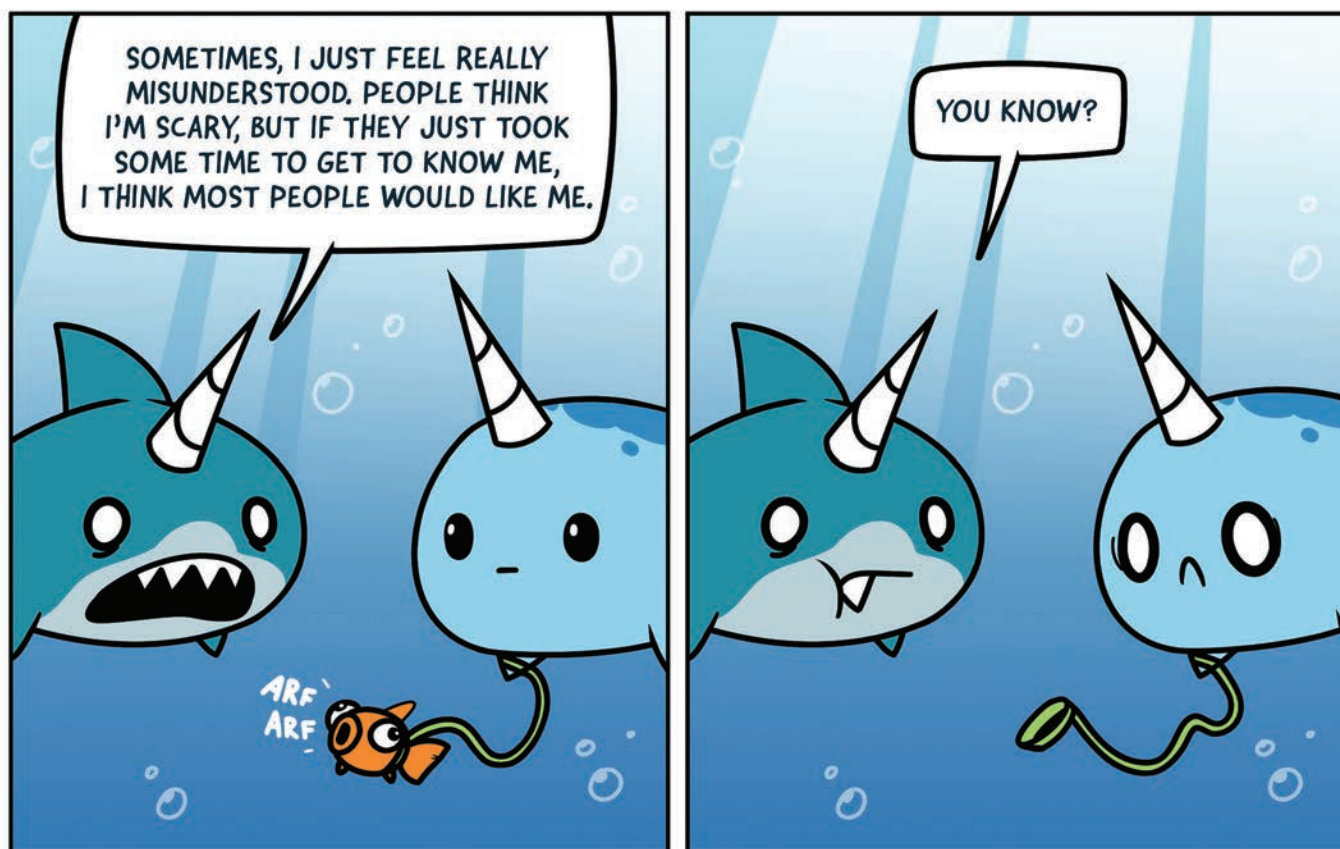


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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**EXCLUSIVES:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**SPOTLIGHT ON**



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**SPOTLIGHT ON**




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And be sure to ask your retailer about any related in-store events for your favorite games and products!


## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



**FEATURED ITEM**

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!



**SPOTLIGHT ON**

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**OFFERED AGAIN**

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

**PI OR PLEASE INQUIRE**

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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# SHADOWRUN

## CORE RULEBOOK // CITY EDITION // SEATTLE

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### SHADOWRUN SIXTH WORLD CORE RULEBOOK - SEATTLE EDITION

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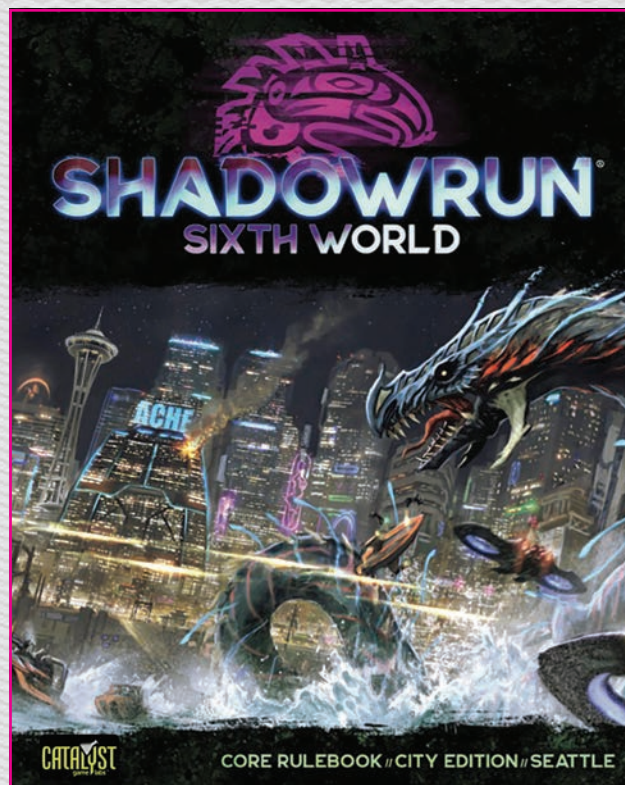
I'll be honest — as a game line developer, reprints are usually not the most exciting part of my job. They typically involve clerical work — assembling corrections found since the book was released, making sure everything is ready to go in the right place, and sending it off.

The newest printing of *Shadowrun, Sixth World* was different, because it provided more chances for fun and creativity than the normal reprint. This came in two ways: rules updates and Seattle content.

This immediately brings up a question — why is there Seattle content in the reprint? This came about as we had discussions in Catalyst about what we could do to make the reprint a little extra special. We settled on one critical condition right away: No matter what we did with the reprint, it couldn't alter the page count of the core rules. *Shadowrun, Sixth World* has about a dozen books following it in the line, and all of them have page references to the core book. If we altered anything, then we'd be creating confusion with any new books we'd come out with (which would probably have references for the reprint) as well as old books (whose page references wouldn't work for the reprint). That was clearly unacceptable. Whatever special elements we wanted to add, it had to keep the core pages unchanged.

Around the time we were thinking about the reprint, we were also working on the Seattle core book for *Shadowrun, Sixth World*, which will be called *Emerald City*. That meant my mind was thinking about Seattle in detail. One new feature of *Emerald City* is that the write-ups of each district have qualities for characters that came from those places to help people build characters with local flavor. From there, I thought about other content that could also provide Seattle flavor. The core rulebook has contacts for the player characters; we could add Seattle-specific contacts. We could also put in some plot hooks for stories that could involve those contacts. And, of course, we could add some gear and Seattle-specific rules, because what shadowrunner doesn't like new toys?

What does a runner in Seattle need? Rain gear, for sure, so we added water-repellent coating, a ballistic hood, and a cloak. Seattle-area runners could also use some help navigating the massive sprawl, so we developed the mapmaster system to help runners find their way around even if they don't have Matrix access.



We also thought about a way to represent the fact that in the Sixth World, Seattle is a shadowrunning capital, a place where the best of the best make their name. Special rules for Reputation and Heat help characters get the respect they deserve for running in such a challenging spot.

Then we thought about the flavor, art that would help convey the feel of the city. One of our favorite newer images went on the cover, of course. Then, to finish off the book, we included a new short story to depict the twists and turns of running in Seattle.

Altogether, that was *sixteen pages of new content*. We placed it in the back of the book so it wouldn't interfere with pagination, and we were ready to go.







One thing in particular I was excited about was the chance to give this treatment to other cities of the Sixth World. Next time we need a reprint, we'll pick a new city. Hong Kong, Berlin, Neo-Tokyo — there are plenty of possibilities. We're looking forward to seeing what other parts of the Sixth World we get to explore, and how we can make special books for people who want rules for their favorite corner of the Sixth World.



Along with the Seattle content, we had rules updates. All sets of errata, including some not yet released, were put into this book. The newest set is a little different from previous ones, as it's the result of more time spent with the game and some reflection about changes, we could make to improve the game without disrupting the overall feel and flow.

One examples of this is the change to hydraulic jacks. It's a relatively minor thing, as hydraulic jacks are not the most common piece of gear runners use, but it shows some of the thinking that goes into these changes. Any time a runner is getting an advantage, we have to look at what to change to reflect that advantage. In the original book, hydraulic jacks cost 2,500 nuyen per point of rating, and their benefit is that they provide an extra die for each point of their rating. This is not an overly expensive item, and the cost is well under other cyberware that give dice pool bonuses, so it seems reasonable.

But then it gets complicated. The cost is actually higher — because no one can get by with one jack — you need two, one for each leg,

or you'll find yourself going sideways a lot. And second, a dice pool bonus is especially good for items used in opposed tests (like weapons) because every die helps, but they can be less useful on tests that are usually made against a threshold, as is the case with jumping. *Shadowrun's* D6-based mechanic means each die hits one-third of the time, so each die is worth approximately 0.3 hits. In other words, if you got rating 1 hydraulic jacks, you would gain extra jumping distance one of every three rolls.

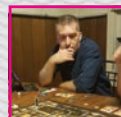
That really doesn't seem worth it. So, we made a simple change — the hydraulic jack doesn't increase the dice pool by one, it lowers the threshold by one. That, in essence, gives the player a bonus hit every dice roll — three times better than the dice-pool bonus. The jacks will usually have an effect, which is appropriate if you decide to build something like that into your cyberlegs.



Those are just a few of the changes made to the book. I look forward to people having the chance to pay with a smoother version of an already-streamlined system, and I hope lots of people dive in and have fun in the shadows!

...

*Jason M. Hardy is the Shadowrun line developer for Catalyst Game Labs and the designer of Our Cartoon President: The Game. He also developed the initial structure of MechWarrior: Destiny and co-developed a new rules system set to debut in 2022.*





# DICE CONQUEST



WIZKIDS

**TURNS A SET OF DICE AND A DECK OF CARDS INTO A CHALLENGING CO-OP ADVENTURE!**

## DICE CONQUEST

WZK 87510 ..... \$19.99 | Available February 2021!

In *Dice Conquest*, players will take on a gauntlet of terrifying monsters either solo or in a group of up to 4 classic fantasy characters, with a set of 7 included polyhedral dice as your weapons! Can you survive long enough to defeat the mighty dragon Kalterstorm?

*Dice Conquest* is designed by Stephen Avery and Eugene Bryant, and features gorgeous fantasy illustrations by Mirco Paganessi on tarot-size cards that give the art room to shine. It includes a bright and colorful set of 7 polyhedral dice, visible through a window in the packaging. This makes it a great purchase for anyone looking for a great new set of dice, an inventive solo or co-op challenge, or a bit of both!

The basic gameplay is straightforward, with wrinkles coming from the ways randomly drawn monsters interact with the dice results, player abilities, and each other. Each round you'll draw three new monster cards, joining any left alive from the last round. Then, a player rolls all available dice, and players begin their turns. On your turn, you place any available die on a monster, doing that die's value amount of damage. You can use the available result, or you can reroll it once, hoping for a better result. However, you must keep the second roll. If the value matches your character's critical hit number, you get to use your special ability as well! If the total damage is greater than that monster's health, you defeat the monster, collect an item (if any), and move the dice back into the pool.

At the end of the round, any remaining creatures will attack the heroes, who must allocate the damage evenly. If one hero loses all of their health, the players lose! Once you've fought through the full monster deck, you'll reveal Kalterstorm. It'll take all of your wits, abilities, and items to take down the mighty dragon, but if you do, you'll win the game!







stance, the Wizard can always reroll twice, and when placing a 10, can discard the die instead to immediately slay a creature with 20 or less remaining health! The Knight plays more defensively, and finds value in lower dice results. They are protected from damage when attacking with a die of 7 or less, and on a 3, can discard it to slay a creature with 10 or less remaining health. There's a thief who can use dice from the Spent area, a Ranger who can hit with precision, and more!

Once you've defeated Kalterstorm and tried out a few different characters, you can add a mix of Trap cards to the Creature deck! These are powerful one-time or ongoing challenges that will shake you out of your familiar strategies, and add dimension and immersion to your run through the gauntlet.

Finally, while *Dice Conquest* comes with a great set of dice, it works with any standard set of 7 polyhedral dice. So, if you have a special set, or a massive collection that you want to bring to the table more often, *Dice Conquest* is a great opportunity to get more use out of your favorite dice!

...

The game provides a new way to look at the standard set of polyhedral dice: d20, d12, d10%, d10, d8, d6 and d4. They are your weapons, and your resources, as each turn you'll have to choose one to place. Larger dice are more powerful, but limit your options once placed—is the 12 damage on the d20 worth tying it up for now, or should you hold on to it to hopefully roll higher soon? As players share the same dice pool, you'll have to work together to make sure that you're attacking as efficiently as possible, and playing to each other's strengths.

The monsters provide a variety of challenges, with special requirements and abilities that must be taken into account, and can complicate fighting the others. The ogre takes up so much room, that it must be defeated before you can even target other creatures! The gremlin seems easy to beat with just three health, but you have to land three damage on it EXACTLY! You'll be fighting rat swarms, giant spiders, gargoyles, doppelgangers and more!

It includes 8 Hero cards to try in different combinations as you attempt to survive to the end. Each hero has a basic ability, and a critical hit ability that triggers when they use a dice of a specific value. For in-





# THE SPILL

DESIGNED BY ANDY KIM ILLUSTRATED BY KWANCHAI MORIYA

CONTAIN THE OIL. SAVE THE SEA LIFE.

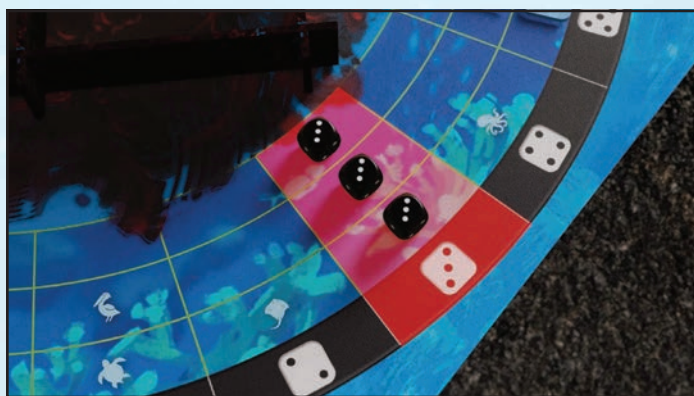


## THE SPILL

SND 1008..... \$49.99 | Available May 2022!

One need only look at titles like *SHOBU* and *The Night Cage* to see that Smirk & Dagger Games knows how to set a table. *The SPILL*, S&D's upcoming co-op strategy game, is no exception. The game's traffic stopping table presence, gripping tension and intuitive game play is sure to connect with a very broad audience. It garnered pre-launch buzz at *PAX Unplugged 2021* where it was honored as one of the 3 Best Games of the Show by Dicebreaker.

At the center of this suspenseful cooperative game for 1 to 4 players is a unique, 4-way dice tower standing 9" tall. The molded plastic tower represents offshore rig, DeepWell•4, which has ruptured and is spilling crude oil into the ocean at an alarming rate! Your joint task force must work together as a team to avert an ecological disaster... one which threatens to contaminate marine life and devastate the ecosystem.



Over the course of the game, up to 60 oil dice will spill out of the tower onto the four quadrants of the game board, constantly creating new threats. In this way, it plays like a 'reverse castle-defense' game,



where players sail the perimeter to contain the spill, remove what oil they can from the water and save the sea life. It is one of those games that you win by not LOSING every single turn. And "not losing" is no small task.

But you are not without tools. The game features 8 asymmetric specialists with unique abilities, including a Marine Vet who is adept at rescuing contaminated animals, a Hazmat specialist who can remove oil from the water more efficiently, and a Sea Captain who can pilot to the emerging trouble spots quickly. Communal Resource cards are chosen by the players before the game begins, allowing players to strategize against their own talents and fill in the gaps. By saving sets of marine life and removing sets of oil dice, players earn activation cubes to power the Resource cards. All of this leads to important







discussions amongst players, debating which Resource is more timely and whether to activate a quick fix or invest more cubes in a bigger effect.



It takes coordination and teamwork to win, as new oil dice are dropped at the beginning of every turn and the number of oil dice dropped increases over the course of the game. Weather dice complicate matters adding new challenges that restrict movement, suddenly spill more oil dice or increase the cost of operations.

For added variety game to game, *The SPILL* comes with 9 Win Condition cards, of three difficulty levels. A card from one of the levels is chosen at random for a given game. If the team can accomplish all three WIN Condition objectives printed on the card and remedy any potential losing conditions on the board by the end of a given turn - they win. Otherwise the game will end when the 60 dice from the bag are exhausted or they are unable to correct one of the three losing conditions.

With a theme and game play 'vibes' that will put one in mind of other great games like *Pan-*

*demic*, *The SPILL* delivers edge-of-your-seat excitement right up to the final play. It is a complex challenge with a rule set that won't overwhelm more casual gamers, and so intuitive because you can physically see the danger mounting on the board. The difficulty can be adjusted for more a more hard-core challenge or softened for a more family audience.



With the breathtaking illustrations by Kwanchai Moriya, the kinetic energy of tumbling dice at the demo table and exciting game play, *The SPILL* is poised to really clean up. Don't miss the boat on this one.

...

*Curt Covert is the owner of Smirk & Dagger Games. An 18-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. The Smirk & Laughter line has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.*



# A RISING DARKNESS



## TRANSFORMERS DECK BUILDING GAME: A RISING DARKNESS

RGS 02236 ..... \$45.00 | Available Q2 2022!

The wait is finally over, it's time for the dawn of a new era, an era where Decepticons will rise up and claim the world as their own from the Autobots!

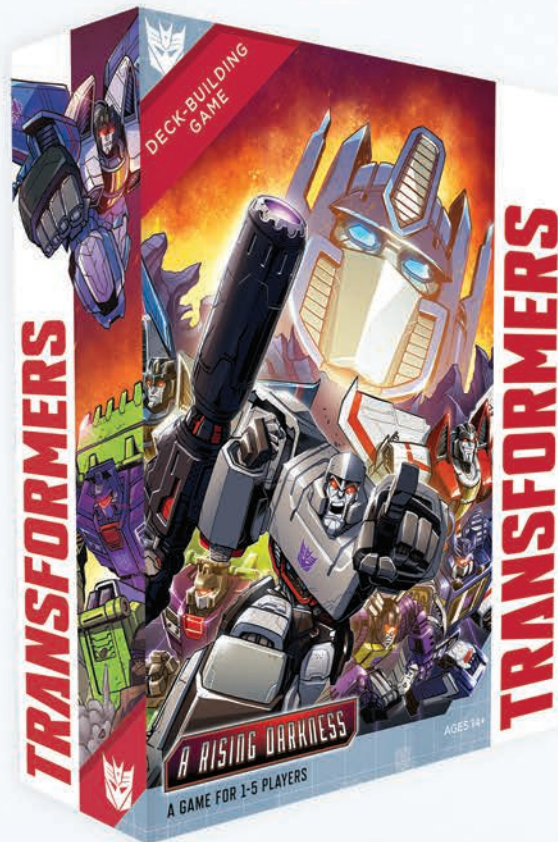
Get ready to claim your place as the rightful ruler of the Earth with *Transformers Deck-Building Game: A Rising Darkness* from Renegade Game Studios! *Transformers Deck-Building Game: A Rising Darkness* is a stand-alone expansion to *Transformers Deck-Building Game* that puts players in the role of the evil Decepticons in their plot to dominate Earth and its vulnerable human population. While this expansion gives you everything you need to play the game, it can also be combined with the base game in the new Team Versus Team mode, pitting the Decepticons against the Autobots in faction-based mayhem for two or four players!

In your quest to control the earth, you'll procure dangerous Technology, hunt for powerful Relics, outmaneuver pesky Autobots, and thwart their futile attempts to derail your plans with their doomed Initiatives. Each player takes on the role of a Decepticon like Megatron or Starscream, each with their own unique abilities and strategic focus. How you leverage those advantages is entirely up to you. So power up with Energon, watch your back, and get ready to win by any means necessary!

### CONQUER THE EARTH YOUR WAY

*A Rising Darkness* allows you to conquer the world in three distinct play modes.

In Competitive mode, the Decepticons are looking to win no matter the cost and are not above stepping over a few "friends" on the way to the top. You'll earn Victory Points (VP) by defeating Autobot Adversaries on your own or with help, thwarting Initiatives, and acquiring relics you discover as you navigate the Matrix, a shifting board that's different every game! While you may very well defeat the Autobots, true victory can only be achieved by claiming the most victory points and proving yourself as the most dangerous Decepticon.



In Co-op mode, you put your grudges with your fellow Decepticons aside. Players work together to defeat all the Adversaries and earn a group victory (or alone in Solo Play), while trying to avoid taking too much Damage and losing the game. There are no VPs in a Co-op game, only bragging rights for conquering Earth and taking down a sworn enemy.

Finally, if you have a copy of the *Transformers Deck-Building Game*, you can play Team versus Team mode which sees players







allowing you to combine the two games in order to pit a team of Decepticons against a team of Autobots in an all-out battle for Earth. Play a 1 vs 1 or 2 vs 2 game and fight for total domination! Here, players play the game as normal but actively try and assist their enemies' bosses. These defensive boosts help your faction while thwarting your enemies. In Team vs Team mode, you have to be extra wary of your enemies, as the first team to defeat three bosses will end the game, and the faction with the most VP will be declared the winner. The battle for Earth is here, do you have what it takes to dominate the Autobots?

### CHOOSE YOUR CONQUEROR

However, you choose to play, the Autobots are the only thing stopping you from world domination, and they cannot be allowed to protect the Earth any longer.

A *Rising Darkness* allows you to take on the role of the infamous Decepticons, each with their own unique powers and play style. Will

you lead the Decepticons to victory as the infamous Megatron, or will you plot from the shadows as the scheming Starscream. Each Decepticon can convert between bot mode and alt mode in any play mode, each providing unique powers and new ways to traverse the Matrix. The ability to convert whenever you are ambushed makes Starscream's alt mode a safe option, while his bot mode allows you to offload your damage to other, less worthy, players and even fight Decepticons you fight within the Matrix for rewards!



### DOMINATION AWAITS

Do you have what it takes to obliterate the so-called defenders of the Earth, the Autobots? While they putter around with their so-called Initiatives, they can only weather the storm for so long. The winds of change are here and they call for new rulers of the planet: The Decepticons. Will you answer the call?

It's time to rise up, and no one will stand in your way. *Transformers Deck Building Game: A Rising Darkness* will hit store shelves in Q2 of 2021! Visit [renegadegamestudios.com](http://renegadegamestudios.com) for more information!

Derek Shuck is a freelance writer whose work has appeared in everything from the local paper to the biggest websites in the world. His grandma once called him "The John Wayne of Words."





# HIVE MIND

Calliope  
Games

## HIVE MIND

CLP 216 ..... PI | Available Q2 2022!

"What are 3 unusual pets?" Seems like a simple question, right? Until one person says rat and another says tiger! Featuring questions based on experiences and opinions that lead to surprising conversations and hilarious in-jokes, *Hive Mind* has become a modern classic, brought out regularly by groups of people when they want to share a good time. Designed by Richard Garfield, and published by Calliope Games, the game has been reprinted multiple times, always with the same adorable artwork showcasing a beehive motif and a cartoony cover with anthropomorphic bee characters. In 2022, Calliope Games is relaunching *Hive Mind* with a brand-new look and updated style, while still retaining the enduring gameplay that has secured its place as an evergreen hit!

In *Hive Mind*, players are given a question, such as "What are 3 things you remember from kindergarten?" and write down answers. Players then score a point for everyone who matches their answers, and the players with the least amount of matches move down the board. The first person to reach the bottom is ejected from the hive mind, and everyone else wins! *Hive Mind* was originally launched in 2016 as part of the Titan Series of Gaming, a line of accessible, quick-playing games designed by some of the world's greatest game designers. Richard Garfield is famous for *Magic: The Gathering* and countless other games, but it was certainly not expected that he would venture into the realm of light party games. Yet Garfield has described *Hive Mind* as one of his favorite designs, purely for the shared experiences that make up the answers to simple questions. Garfield has described it as "not quite a trivia" game, or perhaps an "anti-trivia" game, because there's no such thing as a wrong answer!

Last year, Calliope Games decided the time was right to refresh the look and feel of the game. The bee motif, while cute and in keeping with the "hive" in *Hive Mind*, needed a change. This was coupled with the fact that Calliope president Ray Wehrs was looking to offer *Hive Mind* in a smaller, more economical package. "It felt important to consider new paths for the art and components," says Wehrs, "while also maintaining the same sky-high quality of fun and gameplay." Calliope then did what it does best: they made the process into a game, posing the following question to fans of the original *Hive Mind*, industry professionals, friends, and family:

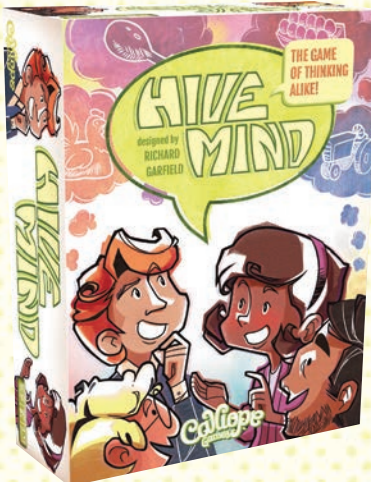
"What are 3 things that should change in an updated version of *Hive Mind*?"

And just like in *Hive Mind*, three specific answers matched more often than not!

## "NEW ART"

Calliope set to work trying out several art styles, eventually moving away from the bees that had been part of the original version. "In today's world, when people reach out for a consensus via social media, they ask

for help from the "hive mind," says Calliope's Director of Fun™, Chris Leder. "It seemed fitting to what the game is all about, even without using bees." The chosen art style was created by Amanda Lien and features an inclusive collection of friends, all having fun matching answers. It also sports a jaunty new logo by Jonathan Warobick.



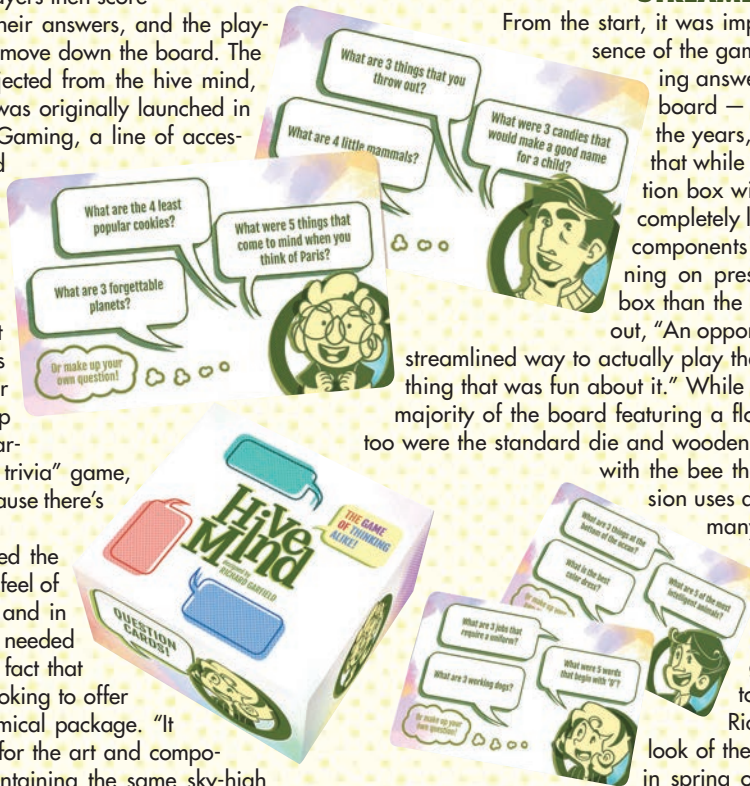
## "NEW QUESTIONS"

The original *Hive Mind* game included 1,800 questions. Considering that the average game uses only 12 questions, it would take 150 games to ask them all! Not content to leave the extensive list of questions the same, the choice was made to introduce brand new queries. The Calliope team, along with trusted question-crafting colleagues, devised nearly 1,000 new and updated questions for the refreshed version of the game. The new questions venture even further away from trivia and into personal player experiences, to inspire hilarious conversations and memorable moments.

## "STREAMLINED GAMEPLAY"

From the start, it was important to the team that the essence of the game — asking questions, matching answers, and trying not to fall off the board — be left intact and shining. Over the years, though, it had become evident that while some players brought the question box with them to play the game, they completely left the board, pawns, and other components behind. "Since we were planning on presenting the game in a smaller box than the original version," Wehrs points out, "An opportunity existed to find a new and streamlined way to actually play the game, without removing anything that was fun about it." While the "hive" board remained, the majority of the board featuring a flower track was removed. Gone too were the standard die and wooden markers, most of which tied in with the bee theme. Instead, the updated version uses a simpler method to control how many players will drop each round.

*Hive Mind* has proven to be a modern classic party game, playable by all ages together and suitable for large groups. Calliope Games listened to fan feedback and worked with Richard Garfield to refresh the look of the game. The new version arrives in spring of 2022, and it cannot happen soon enough for many gamers. "We get requests on a daily basis for updates on when *Hive Mind* will be back in stock," says Leder. "For a while now, all we have been able to say is 'soon,' but now that it is finally releasing, we are ecstatic, and we know that people will be thrilled with this amazing new version of *Hive Mind*."



Chris Leder is a father of three and the Director of Fun™ at Calliope Games. Chris has designed numerous family games, including *Roll For It!*, *Mass Transit* and *Back to the Future: Dice Through Time*.







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RGS08431 MSRP \$55

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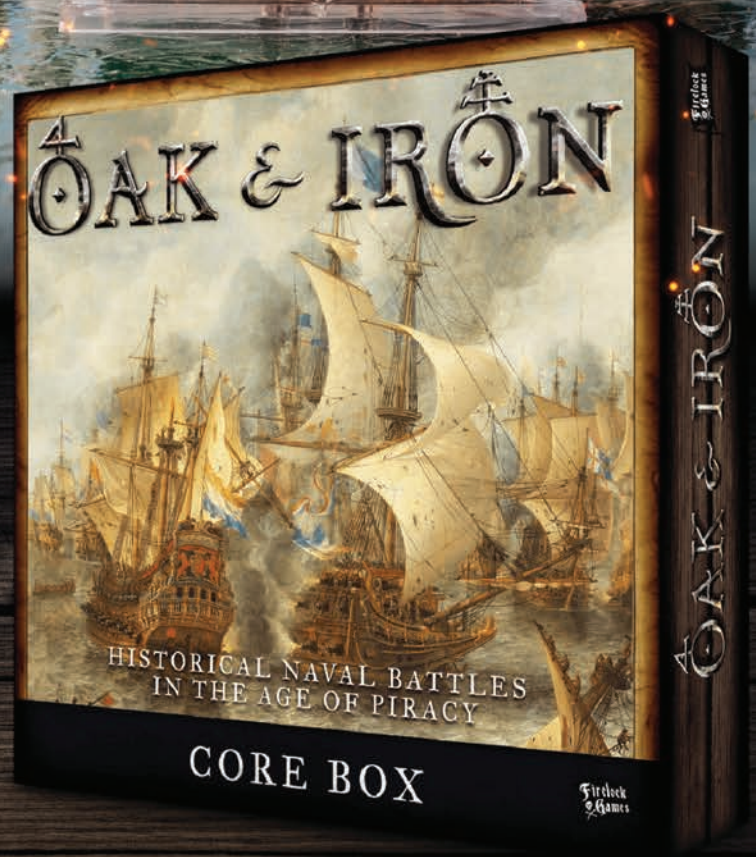
# OAK & IRON

HISTORICAL NAVAL BATTLES IN THE AGE OF PIRACY



*Oak & Iron* is a 1/600th scale naval game set in the age of piracy, imperial expansion, and above all - fighting sail. It allows players to recreate battles between squadrons and small fleets of armed sailing ships. The game is designed to be true to the theme and tactics of the period while supplying significant flavor for the various factions. This is the starting point for *Oak & Iron*, everything needed to play is in this box!

*Everything needed to play is included in core box*



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[www.firelockgames.com/oakandiron](http://www.firelockgames.com/oakandiron)



PLAY THE CONFLICTS IN THE MIDDLE EAST AREA WITH

# FITNA



## FITNA: GLOBAL WAR IN THE MIDDLE EAST

AGS 19034-FITNA..... \$68.00 | Available March 2022!

Choose your side, elaborate a smart strategy, and challenge the current leadership of Iran, Israel, Syria, Iraq, Russia, Turkey, Saudi Arabia, or the USA: a grand strategic level card-driven wargame, *FITNA – Global War in the Middle East*, allows to play all recent and current conflicts in the Middle East area, as well as potential conflicts which could occur there in the foreseeable future.

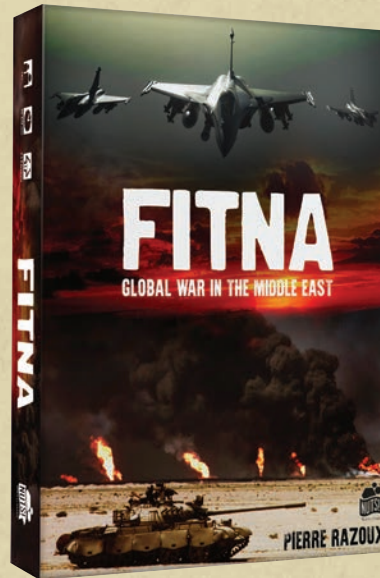
Published by Nuts! Publishing and now in distribution in US by Ares Games, *FITNA* is a card-driven and scenario-based wargame inspired by the military confrontations in the Middle East since 2012. Designed by the French writer and historian Pierre Razoux, a recognized expert on the Middle East, author of several reference books on contemporary conflicts and the Arab-Israeli conflict, the game allows players to get a clearer appreciation of the regional balance of power, of the local protagonists' goals and a real understanding of what is going on in this chaotic area — it's even used by the Military and analysts to test prospective scenarios.

In his notes included in the rulebook, Razoux tells he conceived *FITNA* intending to create a simple, fluid game to allow players, even beginners, to concentrate on their strategies and the search for alliances and to put them into the skin of the local actors, to give them the keys to unlock for themselves the reality of the force balances and the geopolitical issues on the ground.

*FITNA*, Schism in Arabic, presents 11 historical and hypothetical scenarios where players can simulate the war against the Islamic State in Iraq and Syria (ISIS), the Kurdish Rebellion, the Sunni versus Shia confrontation, as well as Russian, Turkish, Israeli, and Western intervention in the region. Players can choose to play any camp, except IS which is activated through event cards.

The number of players, from two to six, depends on the scenario selected — but all the scenarios can be played by two players, using optional rules. Each turn represents two months of real time and is divided into as many phases as there are players. The card driven system maintains suspense, forcing the players to make difficult decisions and to prioritize and co-ordinate their actions carefully. The 95 cards allow the generation of events, moving units, launching offensives, taking reinforcements or replacements, and influencing combat resolution.

The A1 sized map represents the Fertile Crescent (Kuwait, Iraq, Syria & Lebanon) and parts of Iran, Israel, Turkey, Jordan, and Saudi Arabia. It is a point-to-point



the special rules, the victory conditions and unit deployment, including reinforcements.

The game also allows to explore “what-if” possibilities and adapt the scenarios provided to the evolving geopolitics of the region. With all the forces (including the militias) present in this part of the Middle East, players may simply choose their actors, and select the cards and counters of their choice. All the necessary information to create their own credible scenarios and come up with a coherent set of victory conditions can be easily found on Internet. New scenarios can be downloaded from Nuts! Publishing website — [www.nutspublishing.com](http://www.nutspublishing.com).

map containing 113 boxes depicting clear, mountainous, swamp, and urban terrains, as well as oilfields and objectives. The counter sheets include a complete OB for all the potential belligerents, from tenacious Iranian “Al Qods” to the redoubtable Israeli Armored divisions, alongside Saudi, Turkish, Iraqi, Syrian, Lebanese, US, French, British, Jordan, and Gulf Monarchies units, including Kurdish and jihadist troops as well as all local militias (Sunni, Shia, Al Shams, Hezbollah...).

While using the same basic game system as “Bloody Dawn: the Iran-Iraq War, 1980-1988”, designed by Razoux and published in 2017 by High Flying Dice Games, *Fitna: Global War in the Middle East* includes many new rules, assets, and events characteristic of current wars in this region. An International Tension track simulates the growing tension potentially leading to the intervention of US troops on the ground and of the deployment of further Russian contingents to the Middle East.

Players can select scenarios of variable length — from six to 12 turns each. A six-turn scenario generally lasts 2 to 3 hours, while the 12-turn campaign can last 6 hours. Each scenario stipulates





# GAMES

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#### GAME TRADE MAGAZINE #267

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 267 .....\$3.99

## ADAM'S APPLE GAMES



#### FOUR HUMOURS

A competitive strategy game for 2-6 players where you'll need to bluff and outwit your opponents. You play as a medieval philosopher trying to prove your worth to the kingdom. Influence the right citizens and your name will go down in history. Scheduled to ship in April 2022.

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## ALDERAC ENTERTAINMENT GROUP



#### THE GUILD OF MERCHANT EXPLORERS

The Queen has sent out a call to The Guild of Merchant Explorers, asking brave adventurers to voyage to all corners of the kingdom of Tigom. While the kingdom is flourishing, its maps have not been updated in some time and its great cities have lost contact with one another. With your team of explorers, you will journey over rough seas, majestic mountains, vast deserts, and lush grasslands to establish trade routes between cities, visit far-seeing discovery towers, and discover new villages that have emerged.

AEG 7102 .....\$49.99

## ALLEY CAT GAMES



#### DICE THEME PARK

Dice Theme Park is a brand new board game, all about creating and running your own park of fairground attractions. In Dice Theme Park, you are the park managers, trying to create the most successful theme park in the area, by getting your customers on the most rides possible! The dice in the game represent the theme park customers, with hex tiles representing the rides in your park. Employing a unique Dice-cascade mechanic once a customer has enjoyed a ride, their dice value is reduced, but they can still continue to enjoy more rides in the theme park until their value drops to 0 where they exit. This means the more efficiently you can move your dice around to activate the most rewarding rides, the more points and money you receive! Scheduled to ship in March 2022.

ACG 045 .....\$59.99



#### DICE THEME PARK: DELUXE ADD ONS BOX

Scheduled to ship in March 2022.

ACG 048 .....PI

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Scheduled to ship in February 2022.

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24





# DUAL SLEEVES FOR YOUR NEXT DUEL

## BLACK INTERIOR

BEAUTIFUL BLACK FRAME  
FOR YOUR CARDS

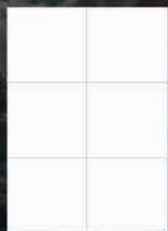
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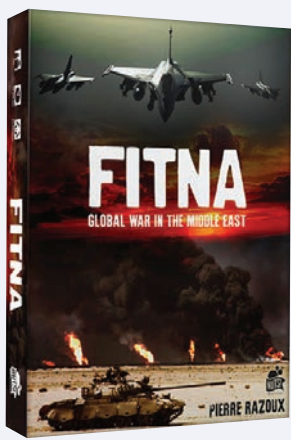
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ATM 12081 .....\$13.49

**ARES GAMES**

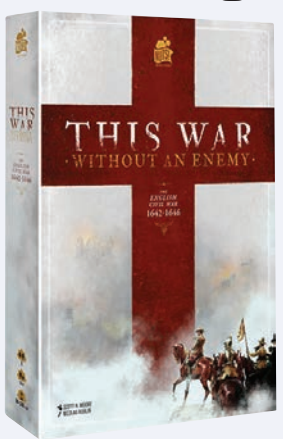
**SPOTLIGHT ON**



**FITNA: GLOBAL WAR IN THE MIDDLE EAST**  
*Fitna: Global War in the Middle East is a 2-6 players card-driven wargame depicting the military confrontations in the Middle East since 2012, up to the near future. Among 11 historical and hypothetical scenarios (from 2 to 6 hours of play), players can simulate the war against the Islamic State in Iraq and Syria (ISIS), the Kurdish Rebellion, and other possible scenarios set in the region. Scheduled to ship in March 2022.*  
AGS 19034-FITNA .....\$68.00

**SPOTLIGHT ON**

**THIS WAR WITHOUT AN ENEMY**  
*This War Without an Enemy is a 2-player strategic block wargame set during the first English Civil War, when the Royalist forces fighting for King Charles I were opposed by the English Parliamentary troops and their Scottish allies, the Covenanters, in a struggle for political, economic, and religious control of England. The game engine resembles the typical mechanics of a card-driven block wargame, but it adds a number of innovations in order to faithfully simulate both the warfare of the mid-17th century and the unique nature of this conflict. Every player has their deck, and the card decks are adjusted from year to year to reflect the historical progression of the war. Scheduled to ship in March 2022.*  
AGS 19024-TWWE .....\$72.00



**CAPSTONE GAMES**

**COOPER ISLAND: SKILLED WORKERS EXPANSION**

*The Skilled Workers expansion for Cooper Island provides players with asymmetric player boards! Each of the 6 boards is individual, so you will have a different game experience with each of them. This expansion requires Cooper Island to play! Scheduled to ship in February 2022.*  
CSG FG1012 .....\$9.95



**SPOTLIGHT ON**



**WATERGATE: WHITE BOX EDITION**  
*Watergate: White Box edition features a stunning, thematic box cover of the original best-selling and award-winning Watergate game. In Watergate, one player assumes the role of a Journalist, while the other embodies the Nixon Administration - each with a unique set of cards. To win, the Nixon Administration must build up enough momentum to make it to the end of the presidential term, whereas the Journalist must gather enough evidence to connect two informants directly to the President. Of course, the administration will do all in its power to smother any evidence. Scheduled to ship in April 2022.*  
CSG FG1024-WH .....\$34.95

**CASTILLO GAMES**

**RESCUING ROBIN HOOD**

*Dozens of villagers have been arrested by the Sheriff of Nottingham. They look to Robin Hood to save them, but there's just one problem - the Sheriff has captured Robin Hood! But there is hope. It's time to strategize together and press your luck to rescue villagers. As your band grows, prepare to storm the castle and rescue Robin Hood! All players cooperate together in this exciting family deck-building game. Scheduled to ship in March 2022.*  
ATG CLG01000 .....\$44.99



**CHAOSIUM**

**SPOTLIGHT ON**



**CALL OF CTHULHU STARTER SET**  
*This Starter Set contains everything you need to start playing Call of Cthulhu the tabletop roleplaying game of mystery and horror. Players take on the role of investigators of mysteries, uncovering dark secrets, encountering strange monsters, and thwarting sinister cults. Scheduled to ship in April 2022.*  
CHA 23178-X .....\$24.99



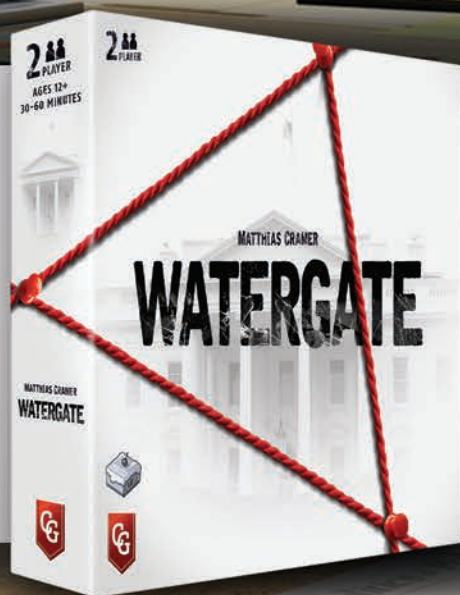


MULTI-AWARD WINNING



MATTHIAS CRAMER

# WATERGATE



**Watergate: White Box** edition features a stunning, thematic box cover of the original best-selling and multi-award winning game - including Game of the Year!



SKU: FG1024-WH - MSRP \$34.95







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Your savvy crew does your bidding, stacking crates filled with treasure, cannons, and contraband. Outwit your opponents as you bid to earn the biggest bounty!



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Game play  
20-40  
minutes

Ages  
8+

2-6  
players

## CATALYST GAME LABS



## FEATURED ITEM



### SHADOWRUN RPG: 6TH EDITION COMPANION

Through different editions of Shadowrun, the player options book has been one of the most popular supplements, because it offers options for all sorts of characters. Whether players are using a street samurai, a decker, a mage, an adept, a rigger, a face, or any other character type, they'll find options for their character and ways to enhance any Shadowrun game. Scheduled to ship in May 2022.

CAT 28005..... \$49.99

## EVERYTHING EPIC GAMES

### AGENTS OF SMERSH: EPIC EDITION

In *Agents of SMERSH: Epic Edition*, the most EPIC Narrative Storytelling game of all time, 1-4 players take on the role of Elite Government Secret Agents traveling the world in search of Dr. Lobo and his Henchmen on an EPIC mission to bring them down. Players use their many Advanced Skills, Top Secret Spy Gear, and their allies help them survive and find Lobo in the field. Defeat all of Lobo's Henchmen in your game, and you'll have an advantage against Lobo in the End Game. Did you defeat Lobo? Are you sure? In the *Epic Edition* of SMERSH there's more Dr. Lobos than just the one you know. Something strange is going on in the world. You thought there was only one. Scheduled to ship in March 2022.

EEG AOSED..... \$129.99



### UPZONE: WORLD TOMB ZONE

UPZONE is a brand new Pop Up Terrain System for Wargaming: like Warhammer 40k, Infinity, and other Tabletop Miniatures Games. Upzone works great with Roleplaying Games like Dungeons & Dragons, Pathfinder, and Warhammer Fantasy! You can even upgrade your Heroquest Games and more! Upzone is a Highly Thematic, immersive, photo-realistic, affordable, and easily stored Terrain. Our terrain is designed for those with limited space, limited time, or

a budget. Upzone boards can be configured in a variety of different layouts, to suit different game systems and sizes, while offering immense replayability and amazing table presence. Scheduled to ship in March 2022.

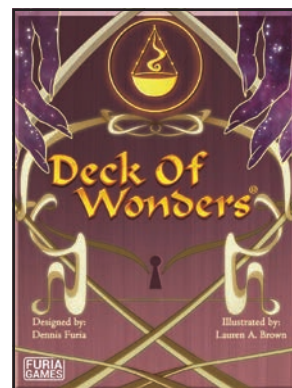
EEG UPZWOR..... \$99.99

## FURIA GAMES

### DECK OF WONDERS

*Deck of Wonders* is a solo (and co-op) tactical card game where Fate herself has stacked the deck against you. It captures the feel of classic TCGs, but in a solitary format that evolves as you play! In *Deck of Wonders* you'll summon minions, cast spells, and battle Villains as you try to stay one step ahead of Fate. Every Villain you battle has unique rules, cards, and unlockables. You and the Villain draw from the same deck, and every card behaves differently when drawn by you vs when drawn by the Villain. Deep strategic gameplay and evolving campaign story, but the deck can fit in your pocket and the footprint is small enough to play on an airplane seat-back tray! Scheduled to ship in May 2022.

FUR DOW001..... \$35.00





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## BEGINNER BOX

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game labs™

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## Tusk!

It's a race against time as the Ice Age approaches. You will need strength and food to survive and lots of it.

The mammoth offers your tribes food beyond your wildest dreams, but they are powerful beasts. You and your fellow players will need to team up to hunt successfully. But there can only be one master of the hunt and, to ensure that's you and your tribe, you'll need to manipulate alliances, hoard supplies, and make use of the land's many resources to become the most powerful tribe and win the game.



**30+**  
mins.



**2-4**  
players



**Ages**  
**10+**

**GF9 CAV01 \$40**

## Tyrants of the Underdark

Seize the Underdark!

Take your place as a leader of a drow house and fight for control of the Underdark.

Build your deck throughout the game to recruit drow, dragons, cultists, and demon minions, and use them to assassinate enemy troops or infiltrate and control your opponents' strongholds.

Choose your strategy carefully, though, for only one house can rule the Underdark!



**BESTSELLER**



**90+**  
mins.



**2-4**  
players



**Ages**  
**14+**

**GF9 74007 \$60**

**BESTSELLER**



## Dr Who: Time of Daleks

Have you ever wanted to be the Doctor, travelling through time and space, meeting companions and having adventures?

Doctor Who—Time of the Daleks is a semi co-operative boardgame where you become one of four regenerations of the Doctor, travelling through time and space to stop the Daleks from erasing the Doctor from time and taking over the universe.



**2**  
hours.



**2-6**  
players



**Ages**  
**14+**

**GF9 DW008 \$60**





## Star Trek: Ascendancy

Boldly Go Where No One Has Gone Before

Command the Federation, Klingons or Romulans. Your decisions shape the Galaxy. Which strange new worlds you discover and what paths you chart create a different map every time you play.

When diplomacy fails, conflict is inevitable. Order your fleets to engage, improve your ships' weapons and shields, and dominate your rivals in epic space battles.

Your civilization's fate is in your hands.



1 hour  
per player



3  
players



Ages  
14+

GF9 ST001 \$110



BESTSELLER

GAMES

QUARTER 2



## Star Trek: The Dominion War

Through their Vorta commanders and Jem'Hadar super soldiers, the Founders rule as gods, bringing order to the galaxy. The discovery of the Bajoran Wormhole brought this ancient civilization onto conflict with the more youthful civilizations of the Alpha Quadrant.

This expansion adds the Dominion as a playable civilization, the Bajoran Wormhole leading to the Gamma Quadrant as a new area to explore, and a Dominion War variant that changes the playing field by dividing the civilizations into two rival Alliances with players striving to see their Alliance dominate the opposing Alliance.



1 hour  
per player



1 or more  
players



Ages  
14+

GF9 ST044 \$50

## Star Trek: Breen Confederacy

Little is known about the secretive Breen, not their appearance, and not even whether they are a single species or several species. Intensely territorial, the Breen annihilated the Klingon fleet sent to conquer them, leaving the Klingons no wiser as to who or even what they were facing. As the Romulans say, "Never turn your back on a Breen."

This expansion has everything you need to add the Breen as a playable civilization in your games of Star Trek: Ascendancy.

Discover New Star Systems, Encounter new Exploration Cards plus more Space Lanes and Resource Nodes!



1 hour  
per player



+1  
player



Ages  
14+

GF9 ST041 \$40



QUARTER 2

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GM

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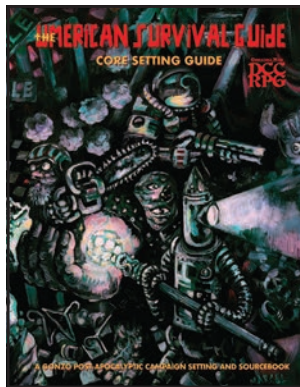
## GOODMAN GAMES



### DUNGEON CRAWL CLASSICS: ANGELS, DAEMONS AND BEINGS BETWEEN VOLUME 1 - PATRONS AND SPELLS FOR DCC

Patrons. More than mere supernatural benefactors, they are the schemers whose plots set worlds into motion. They are beings who amuse, enthrall, and terrify the mortals who dare to bargain with them! You, dear reader, will find 24 new and fully developed patrons and Demi-patrons for the *Dungeon Crawl Classics Role Playing Game*. Included are 66 new spells, more monstrous minions, and new spellburn and patron taint tables to use in your DCC campaign. Scheduled to ship in March 2022.

GMG 3P221 .....\$40.00



### DUNGEON CRAWL CLASSICS: THE AMERICAN SURVIVAL GUIDE - CORE SETTING GUIDE

Foretold in the ancient calendars, early in the 21st century a rogue object from deep space hurtled near the Earth and struck the Moon. Its impact caused catastrophic destruction around the globe, ripping the very fabric of time and space itself; yet mankind still survived. Centuries later, the planet is reborn, a strange new place of alien wonder and death: a world ruled by savagery, cruel sorcery, and twisted science. Now is the time for the mighty to rise up and take their place in this perilous and untamed land. Will they bring justice or suffering? Only time will tell. Scheduled to ship in March 2022.

GMG 3P201 .....\$45.00

## GRAY WOLF GAMES



### METHODOLOGIE: THE MURDER ON THE LINKS

Take on the roles of suspect and sleuth from Agatha Christie's acclaimed detective novel *The Murder on the Links*. Use your 'little grey cells' to gather evidence, eliminate suspects, and ultimately level an accusation.

GWO ME001 .....\$45.00

## GREENBRIER GAMES

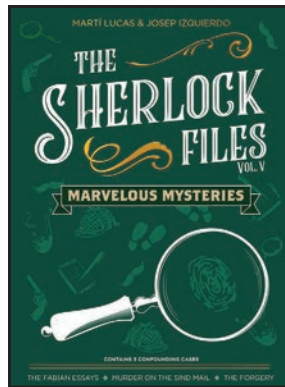
### LOST ONES

Assume the role of a character who has been kidnapped by Fae and taken to the Otherworld. You must explore this magical realm of dreams, evade recapture and discover a way home. *Lost Ones* is a board game that can be played solo or cooperatively with up to four players. Scheduled to ship in February 2022.

GNE LO01 .....\$39.99



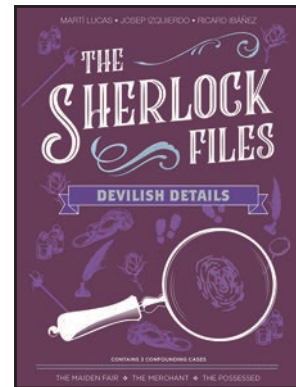
## INDIE BOARDS & CARDS



### SHERLOCK FILES: VOL. 5 - MARVELOUS MYSTERIES

Scheduled to ship in March 2022.

IBC SFMM01 .....\$24.99



### SHERLOCK FILES: VOL. 6 - DEVILISH DETAILS

Scheduled to ship in May 2022.

IBC SFDD01 .....\$24.99

## KOBOLD PRESS

### VAULT OF MAGIC (POCKET EDITION) (5E)

Inside *Vault of Magic*, you'll find a vast treasure trove of enchanted items of every imaginable use, more than 900 in all! There are plenty of armors, weapons, potions, rings, and wands, but that's just for starters. From mirrors to masks, edibles to earrings, and lanterns to lockets, it's all here, ready for you to use in your 5th Edition game. Scheduled to ship in May 2022.

PZO KOB9313 .....\$24.99



## KONAMI DIGITAL ENTERTAINMENT

## SPOTLIGHT ON



### YU-GI-OH! TCG: DIMENSION FORCE BOOSTER DISPLAY (24)

Break down the barriers of reality with Dimension Force, the latest core booster for the Yu-Gi-Oh! TCG. This 100-card set includes multiple brand-new themes as well as new cards for older strategies. Fans of Yu-Gi-Oh! Arc-V can swing into action with brand-new Performapal cards and a new Odd-Eyes monster that's the first ever Ritual Pendulum Monster! Re-animate strategies from the past with a new Red-Eyes Zombie Synchro Monster that can Special Summon other Zombie monsters and even itself from the Graveyard! Dimension Force is full of dynamic cards ready to push the Deck-building possibilities to the limit! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85681 .....\$100.56



# ARMIES & LEGIONS & HORDES

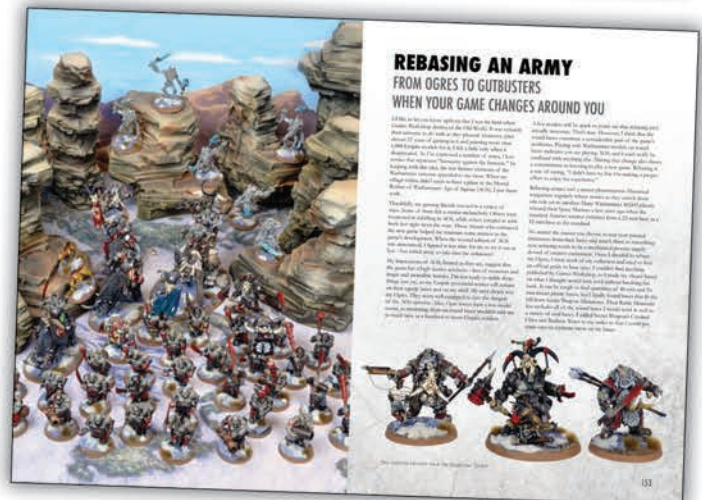
## A BOOK ABOUT PAINTING WARGAMING COLLECTIONS, BY DAVE TAYLOR

10,000 miniatures and more! That's how many wargaming models Dave Taylor has painted over the last 30 years. That's dozens of armies, for some of the most popular wargames systems (and some of the most obscure, too!) During that time, Dave has had a LOT of conversations with other wargamers about the "what", "why", and "how" for such large projects. In this 176-page, hardback book, he compiles three decades of knowledge about completing wargaming armies on a regular basis, covering the following themes in detail:

- INSPIRATION • AIMS & EXPECTATIONS •
- PLANNING • MOTIVATION •

To illustrate his points, Dave has also included detailed photographs of a dozen of his more popular projects, including: the Genswick 33rd Rifles, his Warlord Titan, and his Ogor Mawtribes army.

**AVAILABLE NOW  
\$50 MSRP**

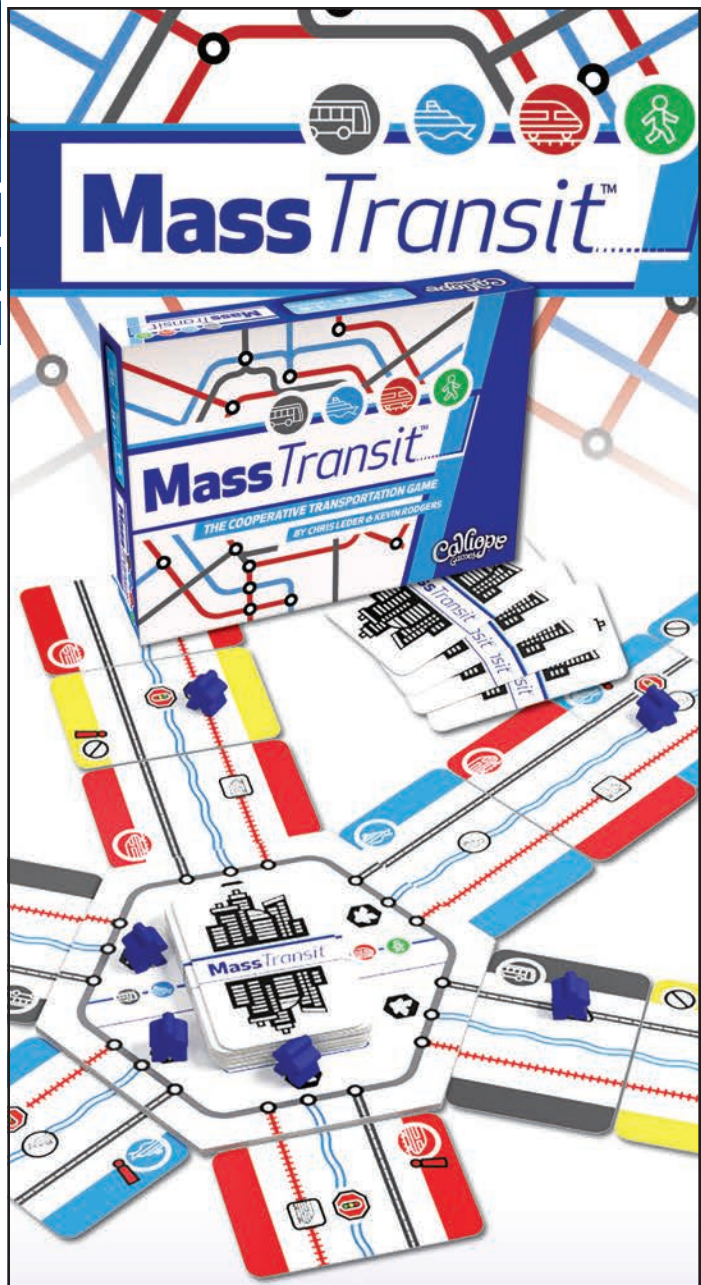






# GAMES

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## Mass Transit™

**Work Together With Others - Or Play Solo!**  
Cleverly construct routes and move vehicles - while avoiding traffic and red tape - to send six commuters home before time runs out!



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Game play  
**20**  
minutes  
Ages  
**8+**  
**1-6**  
players

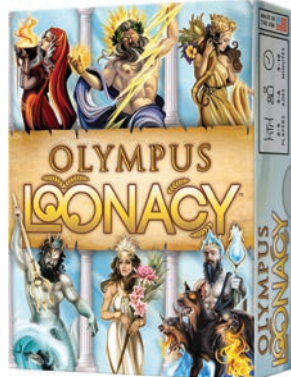
## LOONEY LABS

### SPOTLIGHT ON



**OLYMPUS FLUXX (DISPLAY 6)**  
Get ready to Fluxx things up with the deities on Mount Olympus! Yes, the classic game of ever-changing rules is taking on the classics of Greek and Roman mythology! Twenty-one of the best-known mythological characters are included, each beautifully depicted in stunning new illustrations by Echo Chernik! Party with the pantheon of gods and goddesses of ancient Greece but be sure to use their Roman names instead if the New Rule Roman Times is in play! Zeus demands that you join in the fun!  
LOO 121 .....\$16.00

**OLYMPUS LOONACY (DISPLAY 6)**  
The maniacal matching fun of Loonacy has reached the peak of Mount Olympus! This version of the high-speed card game features all the greatest deities and heroes of Greek and Roman mythology, each beautifully depicted in stunning new illustrations by Echo Chernik! To win, be the first to empty your seven-card hand by matching up the gods and goddesses. Aphrodite says you'll love it!  
LOO 123 .....\$16.00



## MODIPHIUS

### ELDER SCROLLS: CALL TO ARMS RESIN

Scheduled to ship in February 2022.



**BLEAK FALLS BARROW DEVLE**  
MUH 05931 .....\$52.00



**IMPERIAL LEGIONS  
FACTION STARTER**  
MUH 051920 .....\$42.00



**STORMCLOAK FACTION STARTER**  
MUH 051930 .....\$42.00

## MONTE COOK GAMES

### SPOTLIGHT ON



#### CYPHER SYSTEM RPG: THE ORIGIN

In 2017, Oummuva made headlines as the first interstellar object ever detected passing through our solar system. Everyone remembers that. So why doesn't anyone remember Nibiru? How the skies blazed when it struck the earth. The seas boiled, and the cities burned. Except the cities still stand, the sky is unburnt, and only an unlucky few of us have nightmares about Nibiru. Maybe we're losing our minds. Sharing a delusion. And that newfound ability to turn invisible, to read thoughts, to levitate is just another shared delusion. So why are we being hunted down? Scheduled to ship in May 2022.  
MKG 300 .....\$44.99

GTM

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## BE THE MOLE WITH THE MOST CONTROL!

Moles have traveled from all over to compete in the annual Mountain Maker tournament. In this light strategy game, competitors show their skill based on how high they can pile their molehills, and by how many mountains they control. The mole that can build and control the most mountains out of molehills over 6 rounds will be declared the 'top tunneler' and will win the game. Features a two-level game board and full-color acrylic standees for each mole!

TWO-LEVEL  
GAME BOARD



CUSTOM  
ILLUSTRATIONS

BUILD AND CLAIM  
THE TALLEST MOUNTAIN  
TO BE THE TOP TUNNELER



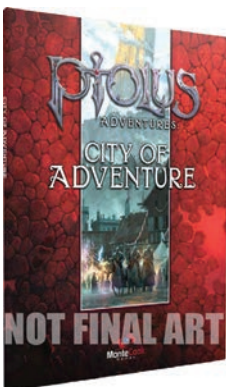
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**PTOLUS: CITY OF ADVENTURE**

Three standalone scenarios pull you into the city of adventure! These three hefty adventures take you into the city's streets, the halls of power, and the massive and labyrinthine dungeons belowground. They're suitable for 5e parties of 5th or 6th level, or Cypher System characters of second or third tier, and can be easily adjusted upward or downward to fit into your campaign! Completely compatible with both 5e and the Cypher System; purchasers of either version of Ptolus will love these adventures. Picks up from adventure content in the main book, making it easy to integrate into a campaign. Adventures can also be run as stand-alones. Flexible! For 5th-6th level characters, but easily adapted up or down a couple of levels. Scheduled to ship in May 2022.

MKG 277 .....\$29.99

**OSPREY GAMES**



**CRESCENT MOON**

As the sun rises over the deserts, rivers, and oases of the 10th century Middle East, an uneasy balance has been upset. Ambitious sultans sit in their golden palaces, presiding over great architectural works. Secretive cults work to undermine the central authorities and advance their agenda through an expansive network of agents. Nomadic tribes aim to sow discord in order to secure employment for their experienced mercenary citizenry. Hordes of foreign invaders sweep through the land, chasing after promises of plunder. As one of many competing factions in the region, you must grab history by the reins and seize power for yourself. Will you successfully navigate this web of rivalries and rise to prominence, or squabble with your lesser adversaries and fade into obscurity? Scheduled to ship in May 2022.

OSP TBD1 .....\$90.00

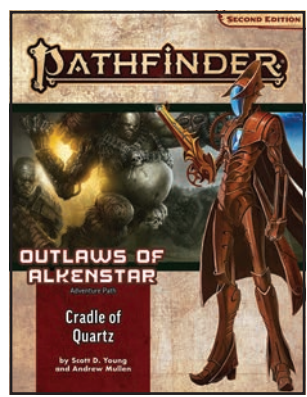


**STARGRAVE: THE LAST PROSPECTOR**

The second supplement for *Stargrave* offers a host of new scenarios and rules for gaining political backing as you fight across the ravaged galaxy. The Dahlgren Belt was once a vast asteroid mining operation that supplied the entire sector with rare metals and various elemental fuels. However, the isolation of the last war caused the corporation to wither, and the various outposts and colonies were eventually left to look after themselves. In this supplement for *Stargrave*, the crews must travel from asteroid-to-asteroid, and even down to the systems one, barely inhabitable planet, searching for a man who claims to have discovered a big score. Scheduled to ship in April 2022.

OSP SGV013 .....\$30.00

**PAIZO PUBLISHING**



**PATHFINDER RPG: ADVENTURE PATH - OUTLAWS OF ALKENSTAR PART 2 - CRADLE OF QUARTZ (P2)**

*Cradle of Quartz* is a *Pathfinder* adventure for four 4th-level characters. This adventure continues the *Outlaws of Alkenstar* Adventure Path, a three-part monthly campaign in which a band of outlaws unravel an explosive criminal plot in the heart of the City of Smog, Alkenstar. This adventure also includes an exploration of the magic-warped wastes east of Alkenstar, the Spellscar Desert; new feats, items, and rules options perfect for gunslingers, gearheads, and grenadiers; and new steampunk creatures and mutant monsters to befriend or bedevil your players. Scheduled to ship in May 2022.

PZO 90179 .....\$24.99

**SPOTLIGHT ON**



**PATHFINDER RPG: ADVENTURE - SHADOWS AT SUNDOWN (P2)**

*Shadows at Sundown* is a *Pathfinder* adventure for 11th-level characters. Featuring the potential return of several classic villains, an extensive investigation of a supernatural mystery, and several dangerous locations to explore, this adventure is ready to give your group the chance to save the city of Korvosa from some of its most notorious dangers or the chance for the heroes to see their final sunset! Scheduled to ship in May 2022.

PZO 9561 .....\$24.99



**PATHFINDER RPG: FLIP-MAT - SHADOWS AT SUNDOWN (P2)**

Bring your adventures in *Shadows at Sundown* to life on your tabletop with this double-sided full-color Flip-Mat featuring key encounter locations from the *Pathfinder* Second Edition adventure *Shadows at Sundown* on either side! One side depicts a sprawling cathedral, while the other side shows the catacombs that lie below! Don't waste your time sketching when you could be playing. Scheduled to ship in May 2022.

PZO 30121 .....\$16.99



**PATHFINDER RPG: FLIP-TILES - CAMPSITES**

Whether your group is exploring a remote wilderness, stuck deep inside of a sprawling underground dungeon, or simply trying to avoid spending money at an inn, it won't be long before the party finds themselves setting up a camp. *Pathfinder Flip-Tiles: Campsites* provides beautifully illustrated 6 by 6 map tiles that can be used whenever the party beds down for the night, be it in the wilds, underground, or in the roughest part of town! Scheduled to ship in May 2022.

PZO 4095 .....\$22.99



**STARFINDER RPG: DRIFT CRISIS HARDCOVER**

In a catastrophic instant, travel through the faster-than-light Drift realm failed, with travelers vanishing in mid-flight, communications scrambling, and the Drifts progenitor god Triune falling mysteriously silent. In the aftermath, empires cling to far-flung holdings, opportunists exploit the chaos, and everyone demands to know what triggered this Drift Crisis and how they can solve it. Scheduled to ship in May 2022.

PZO 7119 .....\$44.99



**STARFINDER RPG: FLIP-MAT - DRIFT CRISIS**

*Flip-Mat: Drift Crisis* is compatible with *Starfinders Drift Crisis*, a setting-wide event where long-distance galactic travel is interrupted by a terrible catastrophe! Whether your players are struggling to survive this crisis or actively working to solve it, this extra-large flip-mat has you covered. Scheduled to ship in May 2022.

PZO 7331 .....\$22.99



# CARNEGIE



Travel back to the 19th Century in Carnegie, a brand-new strategic action management game designed by Xavier Georges and illustrated by Ian O'Toole. Inspired by the life of Andrew Carnegie, a philanthropist and major player in the steel industry, players will be challenged to grow their companies through shrewd investments in real estate, industry, and transportation. The most successful player will be victorious – but success is judged by more than one's wealth! Contributing to the country's greatness through deeds and generosity will be key. Who will rise to the top and push the country to a new era of development?



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- Approachable mechanics and fun theme appeal to many types of players!
- Similarities to evergreen titles such as Ticket to Ride and Tokaido!
- Diverse set of characters, from race to gender to equipment!



PAN202120 ..... \$39.95

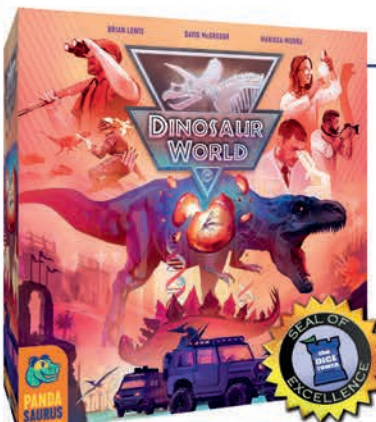
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## TREK 12

- Ascend the mountain peaks with this clever roll-and-write!
- By designers Bruno Cathala (Kingdomino) and Corentin Lebrat (Draftosaurus).
- Enjoy 3 different game modes for campaign, beginner, and solo play!



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- Drive your Jeeps through your park to activate unique building and enclosure effects!
- Includes three different shapes of dinosaur meeples!



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**BACK IN STOCK**

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- Roll-and-write adaptation best-selling Dinosaur Island!
- Draft dice to get bonuses, then use them to take actions!
- Draw your park to life with tetrimino-shaped attractions and dinosaur enclosures!



PAN202107 ..... \$29.95



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## DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—and mitigate customer casualties!
- Now includes THREE different types of dino meeples!



PAN201703 ..... \$59.95

**BACK IN STOCK**

## BREW

- Intuitive rules enjoyed by families and experienced players!
- Strategic and tactical dice placement game play!
- Whimsical & eye-catching artwork!



PAN202108 ..... \$29.95







## THAT TIME YOU KILLED ME

- Play simultaneously across 3 boards that represent the past, present, and future!
- Unlock new modules as you accomplish achievements during the game!
- Abstract strategy game designed for two players!



PAN202112 ..... \$49.95



## THE LOOP

- Quirky co-operative game full of humor!
- Take advantage of time loops to create massive combos.
- Cube placement randomized by dramatic plastic tower!



PAN202110 ..... \$49.95



## MACHI KORO 5TH ANNIV. EDITION

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.



PAN201821 ..... \$29.95



## MACHI KORO 2

- Standalone follow-up to the best-selling Machi Koro.
- Card market is randomized each game, creating variable strategies.
- Build landmarks in any order, but prices increase for each one you have!



PAN202113 ..... \$29.95



## THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.

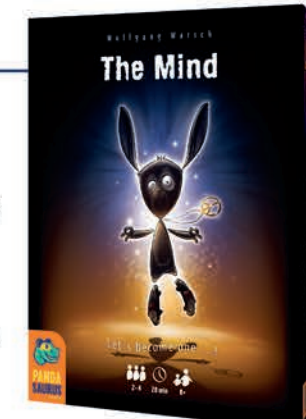


PAN201820 ..... \$12.95



## THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.



PAN201809 ..... \$12.95





## PERPLEXT



### LONG SHOT: THE DICE GAME

In *Long Shot: The Dice Game*, you and up to eight players will strategize and push your luck as the action unfolds in a tense race of eight horses. During the game you buy horses, place bets, influence race movement, and utilize special abilities. The roll of the dice determines which horses move and the options available each turn, so be ready to adapt your plans. Once three horses cross the finish line, earnings are totaled. Will you play it safe, or risk it big on a long shot? Scheduled to ship in April 2022.

PEX 2002 .....\$27.99

## PLAID HAT GAMES



### SUMMONER WARS 2ND EDITION: CLOAKS FACTION EXPANSION DECK

Scheduled to ship in March 2022.  
PHG 3602.....\$14.95



### SUMMONER WARS 2ND EDITION: SKYSPEAR AVIANS FACTION EXPANSION DECK

Scheduled to ship in March 2022.  
PHG 3603.....\$14.95

## POKÉMON USA

### SPOTLIGHT ON



### POKÉMON TCG: PIKACHU V BOX

Full of electrifying spirit, Pikachu V enters the battlefield with the tenacity to take on even the mightiest of Pokémon! This determined Pokémon V is ready to join your deck as a playable foil promo card, and you'll find more fun cards in a trio of Pokémon TCG booster packs! PUI 29085117 .....PI

## Q-WORKSHOP

### CYBERPUNK RED DICE SETS

Scheduled to ship in February 2022.



### DANGER ZONE

QWS SCPU58 .....\$17.00



### WET WORK

QWS SCPU07 .....\$17.00

### VIKING RPG DICE SET

Scheduled to ship in March 2022.



### MJOLNIR

QWS RVIK4S .....\$14.00



### NIFLHEIM

QWS RVIK4T .....\$14.00



### JAPANESE DICE BAG: BREATH OF SPRING

Scheduled to ship in February 2022.  
QWS BKAN181 .....\$10.00

## RESTORATION GAMES

### SPOTLIGHT ON



### UNMATCHED: HELL'S KITCHEN

*Unmatched* is the critically acclaimed, best-selling game of tactical combat between unlikely opponents. This time, it's a classic, all-out brawl in Hell's Kitchen. Daredevil is at his strongest when he pushes himself to the brink of exhaustion. Bullseye unleashes deadly strikes from anywhere on the board. Strike down Elektra, and she returns more powerful than ever. They'll settle scores on the Hell's Kitchen battle map, featuring item tokens that provide fighters with potent effects. As with every *Unmatched* set, these heroes can face off against fighters from other sets, making it a must-have for experienced players or a great entry point for new ones. Scheduled to ship in April 2022.

REO 9307 .....\$49.95



### UNMATCHED: JURASSIC PARK SATTLER VS. T-REX

"Dinosaurs eat man... Woman inherits the earth." The greatest predator the world has ever known is closing in on the tenacious Dr. Sattler. Who has the slightest idea what to expect? In *Unmatched: Jurassic Park - Sattler vs. T-Rex*, the massive T-Rex unleashes fearsome attacks and seems unstoppable while Dr. Sattler makes full use of her surroundings and the aid of Dr. Ian Malcolm and his chaos theory. Who will become extinct first? Scheduled to ship in April 2022.

REO 9309 .....\$29.95



### UNMATCHED: REDEMPTION ROW

*Redemption Row* brings three of Marvel's most tortured heroes into the arena. Moon Knight shifts through three identities, leveraging the power of each. Ghost Rider channels Hellfire to further fuel his deck. When you come at Luke Cage, you best pack a punch if you hope to get through his titanium-like skin. They'll duke it out on the Raft battle map, featuring item tokens that provide fighters with potent effects. As with every *Unmatched* set, these heroes can face off against fighters from other sets, making it a must-have for experienced players or a great entry point for new ones. Scheduled to ship in April 2022.

REO 9308 .....\$49.95





# THE NIGHT CAGE

McMAHON, CHAN, SAUNDERS

**"The best co-op game at Gencon 2021. The creepiest game I've ever played."**

-Grant Lyon



**"It's like being in a scary movie"**

-Gretchen Settle  
Painting Happy Little Meeples

**"This game is fantastic!"**

- Jonathan Gilmour

**"Flipping tiles has never been so nerve wracking."**

-Christian Hoffer Comicbook.com

**The Night Cage** is a cooperative, horror-themed tile placement game that traps 1-5 lost souls within an otherworldly labyrinth of eternal darkness. Equipped with nothing but dim candles, you must work together to explore the maze and escape. But escape won't be easy. The weak glow of your candle sheds light on only a small area of the maze at a time. As players move, new pathways are revealed while old ones disappear forever into the darkness.

**1-5** PLAYERS  
**14+** AGES  
**50** MINUTES







13+

NEW!  
RELEASE!

ROLE-PLAYING

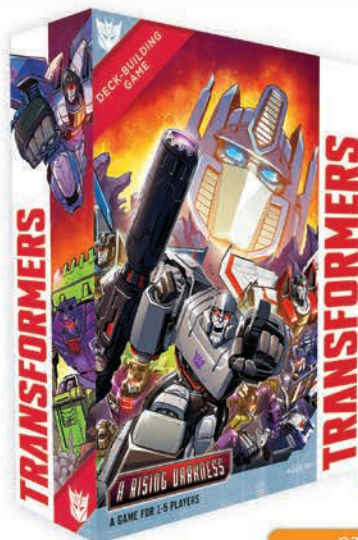
**G.I. JOE  
ROLEPLAYING GAME CORE RULEBOOK**

- Create your own unique G.I. Joe character!
- Contains introductory adventure for your new team
- Full color hardcover book with ribbon bookmark

RGS08432

\$55

MAY RELEASE!



14+

NEW!  
RELEASE!

STRATEGY

**TRANSFORMERS DECK-BUILDING GAME  
A RISING DARKNESS EXPANSION**

- Adds playable Decepticons to the game!
- Rules for Team Vs Team, Autobots vs Decepticons!
- Both Cooperative and Competitive play modes!

RGS02342

\$45

MAY RELEASE!



ROLE-PLAYING

**G.I. JOE ROLEPLAYING GAME  
THE EMERALD OUBLIETTE ADVENTURE & GM SCREEN**

- 32 page booklet featuring "The Emerald Oubliette" adventure for low level players
- Beautiful G.I. JOE artwork for the outer GM Screen panels
- Reference tables and key rules to streamline gameplay inside GM Screen

RGS08438

\$28

14+

MAY RELEASE!



ROLE-PLAYING

**G.I. JOE  
ROLEPLAYING GAME DICE SET**

- 8-piece set includes all dice needed to play!
- 2 d20, 1 each d12, d10, d8, d6, d4
- Includes d2 coin with G.I. Joe and Cobra logos!

RGS02379

\$15

14+

MAY RELEASE!



ROLE-PLAYING

**G.I. JOE  
ROLEPLAYING GAME DICE BAG**

- Features the G.I. Joe team star logo!
- Soft interior liner keeps dice scratch-free and safe
- Measures 6.25x8.5" when flat

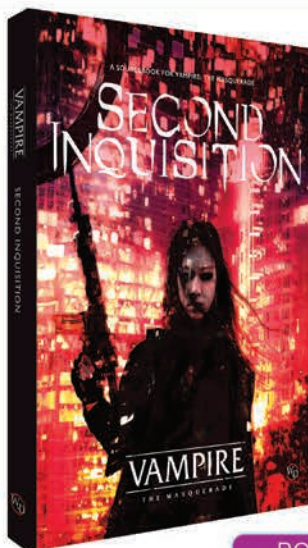
RGS02381

\$15

14+

MAY RELEASE!





ROLE-PLAYING

**SECOND INQUISITION A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE 5TH EDITION**

- An antagonists' guide to the rising Second Inquisition
- Includes new tools to expand your chronicles
- Learn tactics your coterie can use to fight back

RGS09389

\$45

MARCH RELEASE!



STRATEGY

**VAMPIRE: THE MASQUERADE RIVALS SHADOWS & SHROUDS**

- Adds two new clans: Lasombra & Hecata
- Includes a 30 card Crypt Pack to customize your decks!
- Contains a full playset of all new cards.

RGS02239

\$50

MARCH RELEASE!



STRATEGY

**WORKS OF WONDER: ARCHITECTS OF THE WEST KINGDOM**

- Travel to partake in the King's latest endeavor!
- Work towards building five glorious monuments to beautify the city!
- Adds 6 new unique Player Boards!

RGS02254

\$35



MARCH RELEASE!



STRATEGY

**ARCHITECTS OF THE WEST KINGDOM COLLECTOR'S BOX**

- Designed to organize and store the base game and expansions!
- High quality insert organizer included!
- Includes a Promo card set!

RGS02255

\$30



MARCH RELEASE!



STRATEGY

**ARCHITECTS OF THE WEST KINGDOM PLAYMAT**

- 1 premium playmat for Architects of the West Kingdom
- Works with Architects of the West Kingdom and one or both expansions.
- High quality printing on soft fabric with a stitched edges and rubber backing.

RGS02381

NET Pricing



MAY RELEASE!







SIRIUS DICE

SPOTLIGHT ON



SNOW GLOBE: 54MM D20 - SILVER INK, SILVER GLITTER, RED AND GREEN SNOWFLAKES

Scheduled to ship in January 2022.

SDZ 0012-04 .....\$50.00

SIT DOWN

DEXTERITY JANE

Dexterity Jane has arrived in town. She walks into the saloon and sits down at a game table. In search of fame, some brave cowboys dare to challenge her and join her. The game begins and the hands are already flowing, the phalanges bend and unfold at a frantic pace. Cautious onlookers take a step back. The less resilient crack and fall apart, while Dexterity Jane seems numb to pain. This time again, she will leave victorious, crowned with unparalleled fame. Scheduled to ship in January 2022.

LUM SDO07 .....\$22.99



SMIRK AND DAGGER

SPOTLIGHT ON



THE SPILL

A unique 4-way dice tower stands at the center of this suspenseful cooperative game for 1 to 4 players. Offshore rig, DeepWell-4, has ruptured and is spilling crude oil into the ocean at an alarming rate! Your joint task force must work together as a team to avert an ecological disaster...one which threatens to contaminate marine life and devastate the ecosystem. Oil dice spill out of the tower onto the four quadrants of the game board, constantly creating new threats. Meanwhile, players sail the perimeter to contain the spill, remove what oil they can from the water and save the sea life. An exciting 'reverse tower defense' challenge right to the very end. Scheduled to ship in May 2022.

SND 1008 .....\$49.99

STEVE JACKSON GAMES



CHIBITHULHU D6 DICE SET

They're cute. Just adorable. Grab these six 19mm dice and use your baby chibis in any game that calls for six-sided dice. But do it now. Before they GROW UP! This set includes two each in your obligatory Chibithulhu colors: black pearlized with green ink, two purple pearlized with green ink, and green pearlized with yellow ink. Scheduled to ship in May 2022.

SJG 5998 .....\$13.95

CTHULHU DICE

The Last Sane Cultist Wins! *Cthulhu Dice* lets you drive your rivals mad... very, very quickly. Players take turns rolling the big, beautiful, custom 12-sided die embossed with tentacles, Elder Signs, and more. Destroy your opponents sanity. Better yet, steal it! But watch out when Cthulhu comes up, he takes sanity from everyone! The last sane cultist wins... unless everyone goes mad together. Then Cthulhu wins! Scheduled to ship in March 2022.

SJG 131353 .....\$9.95



EYE OF HORUS D6 DICE SET

When your dice are adorned with the emblem of a god, no mortal can challenge you. Bless your rolls with the *Eye of Horus d6 Dice Set*! Scheduled to ship in May 2022.

SJG 5900-05 .....\$13.95



OCTOPUS D6 DICE SET

Octopi are fascinating creatures, widely considered to be the worlds smartest invertebrates. But are they smart enough to play tabletop games? Were sure that if they do decide to play, they'll use the *Octopus d6 Dice Set*. Just as you should! Scheduled to ship in May 2022.

SJG 5996 .....\$8.95



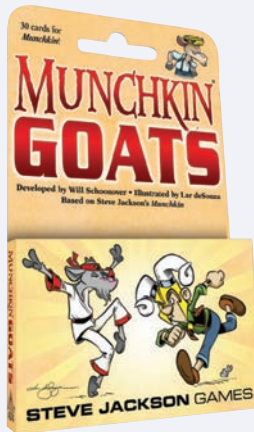
DICE BAG: MUNCHKIN CHIBITHULHU

OMG! It's so cute! Yes, it is. But it is a chibithulu, and you know what happens when they grow up... We think you are safe, for the time being, with this adorable pink dice bag embellished with a baby chibi on the front and a pink Spyke head on the reverse. It measures 7 x 7 and, like all of our quality dice bags, will hold over 100 dice of all shapes and sizes and keep them safe wherever you go. Maybe not to the sunken city of Rlyeh, though... Scheduled to ship in May 2022.

SJG 5228 .....\$12.95



# SPOTLIGHT ON



## MUNCHKIN: MUNCHKIN GOATS

With all the kid-ding around we do, you had to know wed get to goats eventually... *Munchkin Goats* is a new mini-expansion that adds a herd of new Doors and Treasures to your Munchkin decks. Be sure to wear your More Hair Coat while you try hopping over the Goat Moat on your way to take down Baphomet! Scheduled to ship in May 2022.

SJG 4274.....\$10.95

## TABULA GAMES



## VOLFYIRION

*Volfyirion* is a competitive and fast paced deck-building card game for 1-2 players, set in the wonderful world of Mysthea. You will have to destroy your opponent cities while defending yours. Employ your army, use your special power or, if you are brave enough, try to tame the dragon Volfyirion and have it unleash destruction on the battlefield. But beware: your opponent will try to do the same! Scheduled to ship in May 2022.

TBG B0200.....\$29.00



## VOLFYIRION: DRAGON MINIATURE

The dragon Volfyirion is a legendary creature of the Mysthea Universe and its miniature can be used in three different games of this series: *Volfyirion*, *Mysthea* and *Mysthea: The Fall*. The box includes the 120 mm tall miniature with 5 Quam Crystals, 4 Playing cards and one rulesheet. Scheduled to ship in May 2022.

TBG B0201.....\$32.00

## THUNDERWORKS GAMES



## CARTOGRAPHERS: HEROES MAP PACK 4 - FROZEN EXPANSE

Chill winds howl across the Frozen Expanse, where the Kaiika make their home and fearsome Frost Giants lumber through the snow. Queen Gimnax sent you to this cursed place with the fruits of a past expedition: the torn scraps of a map, partially finished by another cartographer who did not survive the journey. Now its up to you to finish mapping the Frozen Expanse with the work of an ill-fated guildfellow to guide your way. 75 double-sided new map sheets featuring pre-scouted spaces and a frozen lake. Two new ambush cards and one new hero card. This map pack can be played with either *Cartographers: A Roll Player Tale* or *Cartographers Heroes*. Scheduled to ship in March 2022.

TWK 4066 .....\$9.95

## ENCHANTED PLUMES™

**Craft Dazzling Plumets to Win!**  
Play feathers into plumets in descending rows, carefully matching colors to score the most points. Only the most captivating peacocks will win!

Game play  
**30-50**  
minutes

Ages  
**8+**

**2-6**  
players

*Calliope* games

[www.CalliopeGames.com](http://www.CalliopeGames.com)

## GAMES

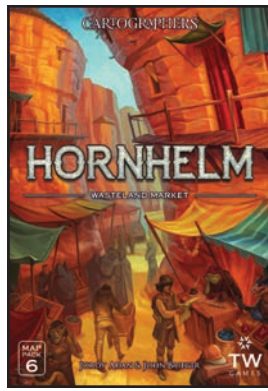
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### CARTOGRAPHERS: HEROES MAP PACK 5 - KETHRA'S STEPPE

From the grassy plain of Kethras Steppe rise the twin spires of Redtooth Peak and Goldbelly Mountain. In addition to charting the terrain around these mountains, you must rekindle the mysterious beacons atop their summits. These fires once burned every night to represent the eye of Kethra, goddess of thresholds and gates. 75 double-sided new map sheets featuring twin spires and beacon ranges. Three new scoring cards specifically for use with this map pack that are used in addition to the regular scoring cards. Once surrounded, a beacon is lit and will be scored at the end of the season. This map pack can be played with either Cartographers: A Roll Player Tale or Cartographers Heroes. Scheduled to ship in March 2022.

TWK 4067 .....\$9.95

### CARTOGRAPHERS: HEROES MAP PACK 6 - HORNHELM MARKET

Deep in the barren wastes lies the famed Saurian market at Hornhelm, where merchants from across Ulos gather to hawk their wares. Of particular interest to you are the merchants selling specialized gear that can increase the speed of your labor and the accuracy of your maps. Improve your tradecraft by equipping yourself with items from the wasteland market. 150 double-sided new map sheets. Each player uses a map sheet to cart their territory and a market sheet to track market purchases. Six merchant cards that identify which items are for sale after each season. Purchase items that grant ongoing effects. Use of the items is tracked on the journal track, adding the players final score. This map pack can be played with either Cartographers: A Roll Player Tale or Cartographers Heroes. Scheduled to ship in March 2022.

TWK 4068 .....\$14.95

## ULTRA PRO INTERNATIONAL



### PRO-BINDER: ZIPPERED - SILVER

Scheduled to ship in June 2022.

9-POCKET UPI 15945.....PI

12-POCKET UPI 15946.....PI

### SATIN CUBE: GLITTER

Scheduled to ship in March 2022.



### BLACK

UPI 15886.....PI

### BLUE

UPI 15908.....PI



### CLEAR

UPI 15885.....PI



### PINK

UPI 15887.....PI

### SATIN TOWER: GLITTER

Scheduled to ship in March 2022.



### BLACK

UPI 15889.....PI



### CLEAR

UPI 15888.....PI



### BLUE

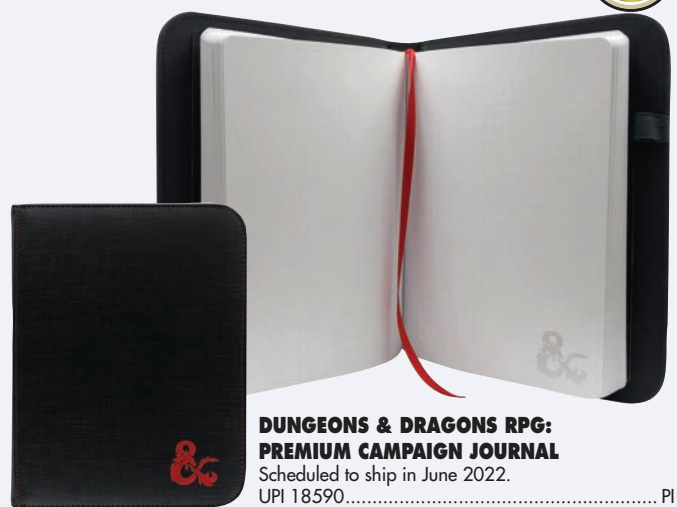
UPI 15909.....PI



### PINK

UPI 15890.....PI

## SPOTLIGHT ON



### DUNGEONS & DRAGONS RPG: PREMIUM CAMPAIGN JOURNAL

Scheduled to ship in June 2022.

UPI 18590.....PI



# MAGIC

## THE GATHERING

### MAGIC THE GATHERING CCG: BATTLE FOR BALDURS GATE - COMMANDER LEGENDS

Scheduled to ship in April 2022.

6' TABLE PLAYMAT	UPI 19361.....	PI	100+ DECK BOX D	UPI 19374.....	PI
8' TABLE PLAYMAT	UPI 19362.....	PI	100+ DECK BOX V1	UPI 19375.....	PI
9-POCKET PRO-BINDER	UPI 19385.....	PI	100+ DECK BOX V2	UPI 19376.....	PI
12-POCKET PRO-BINDER	UPI 19386.....	PI	100+ DECK BOX V3	UPI 19377.....	PI
100CT SLEEVES A	UPI 19378.....	PI	PLAYMAT A	UPI 19363.....	PI
100CT SLEEVES B	UPI 19379.....	PI	PLAYMAT B	UPI 19364.....	PI
100CT SLEEVES C	UPI 19380.....	PI	PLAYMAT C	UPI 19365.....	PI
100CT SLEEVES D	UPI 19381.....	PI	PLAYMAT D	UPI 19366.....	PI
100CT SLEEVES V1	UPI 19382.....	PI	PLAYMAT E	UPI 19367.....	PI
100CT SLEEVES V2	UPI 19383.....	PI	PLAYMAT F	UPI 19368.....	PI
100CT SLEEVES V3	UPI 19384.....	PI	PLAYMAT G	UPI 19369.....	PI
100+ DECK BOX A	UPI 19371.....	PI	PLAYMAT H	UPI 19370.....	PI
100+ DECK BOX B	UPI 19372.....	PI	WALL SCROLL V1	UPI 19387.....	PI
100+ DECK BOX C	UPI 19373.....	PI			



### POKÉMON TCG

#### FIRST PARTNER ACCESSORY BUNDLE

Scheduled to ship in August 2022.

UPI 15911 ..... PI

### SWORD AND SHIELD 10

Scheduled to ship in May 2022.

4-POCKET PORTFOLIO UPI 15789 ..... PI

9-POCKET PORTFOLIO UPI 15790 ..... PI



TRADING CARD GAME

### USAOPOLY



### CLUE: FINDING NEMO

Just keep swimming and solve the mystery to win this undersea version of the classic mystery game, based on Disney and Pixar's beloved franchise! In *Clue: Finding Nemo*, forgetful Dory has gotten lost while playing hide and seek, and it's up to her friends to find her! Take on the roles of the movie's finned and feathered characters to figure out WHAT perils Dory may face, WHO will have to help in the plan to find her, and WHERE she'll ultimately be found! Scheduled to ship in February 2022.

USO CL004763 ..... PI

# UNSTABLE GAMES™



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GAMES

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**MONOPOLY: JOJO SIWA**  
 If you dream it, you can achieve it in *Monopoly: JoJo Siwa*, a fabulous twist on the classic game that packs as much energy and sparkle as the pop star herself! Scheduled to ship in February 2022.  
 USO MN096751 ..... PI

WIZARDS OF THE COAST

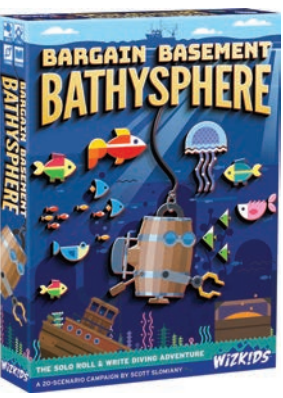
**FEATURED ITEM**

**MAGIC THE GATHERING**  
 THE GATHERING

**MAGIC THE GATHERING CCG: STREETS OF NEW CAPEENNA BUNDLE**

WOC C95150000.....	PI
COLLECTOR BOOSTER DISPLAY (12)	
WOC C95190000.....	PI
COMMANDER DECK DISPLAY (5)	
WOC C95160000.....	PI
DRAFT BOOSTER DISPLAY (36)	
WOC C95130000.....	PI
SET BOOSTER DISPLAY (30)	
WOC C95180000.....	PI
THEME BOOSTER DISPLAY (10)	
WOC C95170000.....	PI

WIZKIDS/NECA



**BARGAIN BASEMENT BATHYSHERE**  
 Over a 20-scenario campaign, you'll find ways to dive deeper and deeper, while unlocking new abilities, upgrading your bathysphere, and completing minigames that carry over from scenario to scenario. Each scenario uses a section of one of the three maps, expanding and growing in complexity as you go, with some shocking surprises in later scenarios that will have you looking at the maps in a whole new way! Once you travel deep enough to accomplish your objectives, you'll try to make it back to the surface, but you'll need a good strategy, clever decision making, and a little bit of luck to get there safely! Scheduled to ship in April 2022.  
 WZK 87532 ..... \$24.99

**DUNGEONS & DRAGONS FANTASY MINIATURES: NOLZUR'S MARVELOUS MINIATURES - GARGANTUAN TIAMAT UNPAINTED**

*Dungeons & Dragons Nolzur's Marvelous Miniatures* come with highly-detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting. Scheduled to ship in February 2022.  
 WZK 90394 ..... PI



SPOTLIGHT ON

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: W17

*Dungeons & Dragons Nolzur's Marvelous Miniatures* come with highly-detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting. Scheduled to ship in April 2022.



**AARAKOCRA FIGHTERS**  
 WZK 90486 ..... \$8.99



**GITHYANKI**  
 WZK 90496 ..... \$4.99



**DRAGONNE**  
 WZK 90492 ..... \$14.99



**GRIFFON HATCHLINGS**  
 WZK 90494 ..... \$4.99



**FLESH GOLEMS**  
 WZK 90495 ..... \$4.99



**HALF-ELF ROGUE FEMALE**  
 WZK 90485 ..... \$4.99



**GIANT MIMIC**  
 WZK 90488 ..... \$4.99



**HARENGON ROGUES**  
 WZK 90487 ..... \$4.99



# SPOTLIGHT ON



**HELLWASP**  
WZK 90489 ..... \$8.99



**ONI FEMALE**  
WZK 90490 ..... \$4.99



**HILL GIANT**  
WZK 90497 ..... \$14.99



**ORC RANGER MALE**  
WZK 90484 ..... \$4.99



**JABBERWOCK**  
WZK 90493 ..... \$14.99



**YOUNG EMERALD DRAGON**  
WZK 90491 ..... \$14.99



## MAGIC THE GATHERING UNPAINTED MINIATURES: W05

*Magic: The Gathering Unpainted Miniatures* come with highly-detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting. Scheduled to ship in April 2022.

FIGURE PACK #1 WZK 90504	\$4.99
FIGURE PACK #2 WZK 90505	\$4.99
FIGURE PACK #3 WZK 90506	\$4.99
FIGURE PACK #4 WZK 90507	\$14.99
FIGURE PACK #5 WZK 90508	\$14.99
FIGURE PACK #6 WZK 90509	\$39.99



## PATHFINDER DEEP CUTS UNPAINTED MINIATURES: W17 CAVERN TROLL

*Pathfinder Battles Deep Cuts* come with highly-detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting. Scheduled to ship in April 2022.

WZK 90499 ..... \$14.99



- Play as one of six Roman Generals constructing a wall.
- A deeply strategic flip n' write style game
- Set in the North of Britannia in 122 AD.

1-4 players Ages 12+ 60 min RGS02196 MSRP \$55



[www.renegadegames.com](http://www.renegadegames.com)

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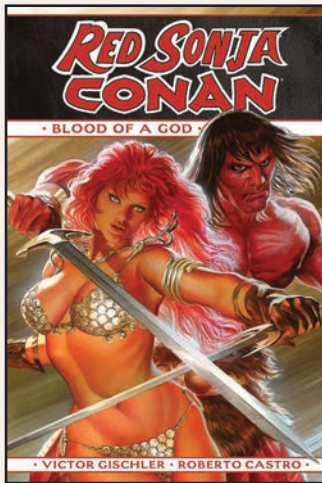
49



# GRAPHIC NOVELS

DYNAMITE ENTERTAINMENT

SPOTLIGHT ON



## RED SONJA CONAN BLOOD OF A GOD HARDCOVER

Red Sonja, the fiery She-Devil with a Sword. Conan, the relentless barbarian from Cimmeria. The two legendary heroes of the Hyborian Age are reunited once more, captains in a mercenary army drawn together to wage war on an evil sorcerer. With good swords at their side and loyal men at their backs, Sonja and Conan believe themselves more than capable of defeating Kal'Ang, an ambitious herbalist whose power resides in Blood Root experimentation. But little do they know, a shadow of the past has returned, a foe both familiar and fearsome... and whose secret goal is nothing short of divinity! Scheduled to ship in May 2022.

DIA STK692312.....\$19.99

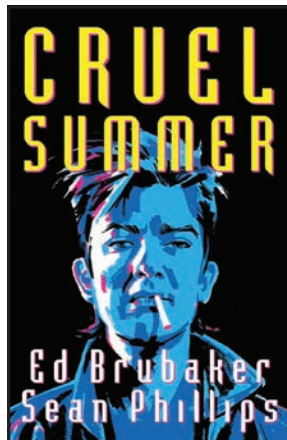
IMAGE



## COMPASS V1

Shahidah El-Amin is many things: scholar, cartographer, astronomer, mathematician, scientist, explorer, adventurer, and-when need be-two-fisted fighter. Setting out from Baghdad's legendary House of Wisdom during the Islamic Golden Age, Shahi's quest brings her to 13th-century Britain, where the Welsh are whispered to possess the secret of eternal life. But Shahi's not the only one after it. Re-teaming from the pages of *The Old Guard: Tales Through Time*, writers Robert Mackenzie & Dave Walker (*Lazarus: Sourcebook*) and artist Justin Greenwood (*Lazarus: X +66, Stumptown*) take you on a breathless race across the map. Follow the Compass to unlock the secrets of the ancient world! Collects *Compass* #1-5 Scheduled to ship in May 2022.

DIA STL201644.....\$16.99



## CRUEL SUMMER (MR)

Brubaker & Phillips' criminal epic, now out in a beautiful new paperback edition! In the summer of '88, Teeg Lawless comes home to plan the biggest heist of his career. But Teeg's son Ricky and his friends are starting down the same dark path their fathers are on, and this is about to become the worst summer of their lives. An epic tale of tragedy handed down from generation to generation, *Cruel Summer* is a crime comic masterpiece from the most celebrated noir masters in the industry, creators of *Criminal*, *Fatale*, *Kill Or Be Killed*, and *The Fade Out*. Collects *Criminal* #1 and #5-12 Scheduled to ship in May 2022.

DIA STL209167.....\$24.99



## GEIGER V1

The critically acclaimed team of writer Geoff Johns and artist Gary Frank unites with superstar colorist Brad Anderson to bring their first creator-owned hero to Image Comics! Set in the years after a nuclear war ravaged the planet, desperate outlaws battle for survival in a world of radioactive chaos. Out past the poisoned wasteland lives a man even the Nightcrawlers and Organ People fear. Some name him Joe Glow, others call him the Meltdown Man. But his name is Geiger. Collects *Geiger* #1-6. Scheduled to ship in May 2022.

DIA STL196744.....\$9.99



## KICK-ASS DAVE LIZEWSKI YEARS V2 (MR)

This month marks 10 YEARS OF KICK-ASS - the greatest superhero comic of all time! That also means it's been 10 years since Hit-Girl, the world's deadliest tween assassin, exploded onto the scene to slaughter super villains and serve hot justice to the scum of New York City. In *Kick-Ass: The Dave Lizewski Years, Vol. 2*, she trains a novice Kick-Ass in the lethal fighting styles she learned from Big Daddy. In return, Kick-Ass is helping her survive middle school... without any bloodshed. When Kick-Ass gets benched, Hit-Girl has to take on the mafia solo. Collects *Hit-Girl* #1-5. Scheduled to ship in May 2022.

DIA STL072987.....\$16.99



## KICK-ASS NEW GIRL V2 (MR)

Kick-Ass is taking over. Patience has wiped out Hoops Lucero and seized control of his criminal operations, feeding money back into the neighborhood. But not everyone's happy with Kick-Ass' new power, and her old enemies have been lying in wait. Violencia's set to bust out of jail and get his bloody revenge on your favorite superhero. Collects *Kick-Ass* #7-12. Scheduled to ship in May 2022.

DIA STL094193.....\$17.99



# SHADOWRUN®



## LIGHTS OUT!

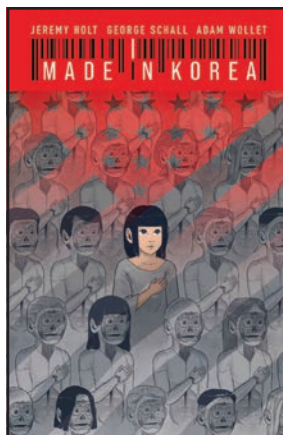
Shadowrunners are not the only people who know the benefits of working in the dark. All sorts of dirty deeds are about to take place where they cannot be seen. Several cities across the UCAS will go dark, losing power with no clear way to get it back. The ensuing chaos will reshape the nation and the whole world—and provide lots of shadow work for those who can handle it.

**Cutting Black** is a plot book with the background and fallout of this blackout, and **30 Nights** is a campaign book taking runners through a full month in blacked-out Toronto. Together, these books plunge players into a new kind of action, as the Sixth World tears itself down and struggles to see what will emerge from the wreckage.

Both books are available at game stores and [catalystgamelabs.com](http://catalystgamelabs.com)!





**MADE IN KOREA (MR)**

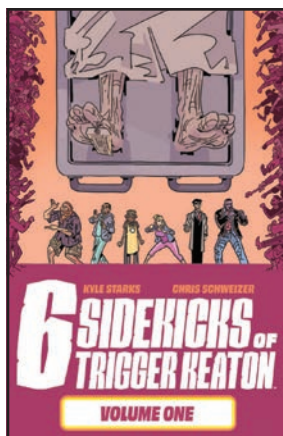
A Korean nine-year-old named Jesse is adopted and sent to live with a lovely couple in America. Socially awkward, yet equipped with a seemingly encyclopedic brain, the young girl's journey through the complexities of race, gender, and identity hits a fork in the road when she discovers she's not entirely human yet. Adolescence just got a lot more emotional for the world's first true A.I. system. Collects *Made In Korea* #1-6. Scheduled to ship in May 2022.

DIA STL201649 ..... \$16.99

**SHADECRAFT V1**

Zadie Lu is afraid of her own shadow. She's a teenager, so she REALLY should have grown out of that by now, right? But something weird is happening in her small town. Zadie could swear the shadows are coming to life. Watching her. Trying to KILL her. But how do you fight something you can't even touch? And how does all of this tie in with her Family, of all things? Writer Joe Henderson (showrunner of Netflix's *Lucifer*) and artist Lee Garbett (*Captain Marvel*), the Eisner-nominated creative team that brought you *Skyward*, invite you to join Zadie Lu as she ventures into the shadows to face her fears, and discovers a legacy she never knew she had. Collects *Shadecraft* #1-5. Scheduled to ship in May 2022.

DIA STL186978 ..... \$16.99

**6 SIDEKICKS OF TRIGGER KEATON V1 (M)**

The world's most unlikable action star has been found dead, and his previous TV sidekicks are looking to solve the mystery. But how can you catch a murderer when almost everyone hates the victim? Now, these sidekicks are going to learn what it means to be the stars of the show that is, if any of them survive the Stuntman War! Collects *The Six Sidekicks Of Trigger Keaton* #1-6. Kyle Starks is a treasure. With *The Six Sidekicks Of Trigger Keaton*, he proves that he's not only effortlessly funny, but can also craft rich, distinct characters that you can't help but root for, even at their worst. And Chris Schweizer is an astounding artist, mastering both perfect expressions and wild action scenes in jam-packed, eye-popping pages. Scheduled to ship in May 2022.

DIA STL194210 ..... \$16.99

**FEATURED ITEM****SUMMONERS WAR V1 LEGACY**

Skybound dives into the wondrous world of *Summoners War*, the popular mobile game where magical monsters are summoned in a never-ending battle of good vs. evil! Rai knows there's only one way out of her nothing town to become a summoner! But when she's recruited by Abuus Dein as an apprentice, she embarks on the adventure of a lifetime and is thrust into a war for the fate of the world. Journey to Alea alongside Justin Jordan (*The Strange Talent Of Luther Strode*, *Reaver*) and newcomer Luca Claretti for an action-packed fantasy perfect for new readers. Collects *Summoners War: Legacy* #1-6. Scheduled to ship in May 2022.

DIA STL194207 ..... \$16.99

**SYPHON**

When fast-living EMT Syllas is entrusted with the power to sense and siphon pain from others, he finds a new purpose: easing the misery of those around him. But the more he uses this gift, the more he is cursed to carry the burden of others' pain, and before long, he attracts the attention of mysterious forces who covet the power for themselves. Will Syllas continue on his noble mission, or will he fall back into his old impetuous ways? Comic book documentarian Patrick Meaney (*Grant Morrison: Talking with Gods*, *The Image Revolution*) teams up with artist Jeff Edwards (*G.I. JOE*) in a story by Mohsen Ashraf for a creator-owned noir fantasy that evokes the lore of Neil Gaiman's *American Gods* alongside the psychological thrills of M. Night Shyamalan's *Unbreakable*. Collects *Syphon* #1-3. Scheduled to ship in May 2022.

DIA STL197480 ..... \$16.99

**MARVEL PRH****SPOTLIGHT ON****CONAN THE BARBARIAN  
EPIC COLLECTION ORIGINAL  
MARVEL YEARS BLACK COAST**

In these pages Conan meets the Queen of the Black Coast in one of the most captivating pairings in comics! But first, he teams up with Red Sonja in one of Roy Thomas and John Buscema's finest tales! Then, Conan's travels through the western wastelands bring readers the tear-jerking 'Last Ballad of Laza-Lanti,' the fearsome threat of Shokkoth and a flashback tale of from the Cimmerian's youth! Next, the saga of Lupalina the Wolf-Woman takes Conan to the castle keep of the death-dealing Unos! Collecting *Conan The Barbarian* (1970) #43-59 and material from *Savage Sword Of Conan* (1974) #1. Rated T+ Scheduled to ship in May 2022.

DIA STL203437 ..... \$39.99



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# CARNEGIE

## A TIME OF STEEL AND PHILANTHROPY



### CARNEGIE

PSD 57007G ..... \$69.99 | Available Q1 2022!

Travel back to the 19th century, an era of rapidly accelerating scientific discovery and invention and growth. Opportunities and success await as the steel industry pushes the country to new heights.

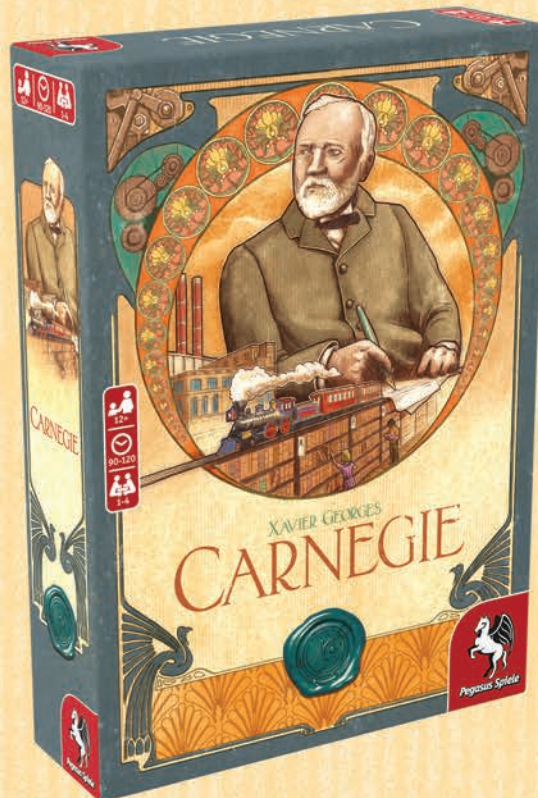
Carnegie is a new strategic action management game designed by Xavier Georges and illustrated by Ian O'Toole. Inspired by the life of Andrew Carnegie, a philanthropist and major player in the steel industry, players will be challenged to grow their companies through shrewd investments in real estate, industry, and transportation. True success will come not just from wealth but also from generosity in donations to key endeavors like education and human rights. Who will rise to the top and push the country to a new era of development?

### BUILD YOUR COMPANY

To succeed in business, players will need to carefully manage their company by developing new departments and strategically using their employees. Each of the departments in the company corresponds to one of the game's four types of actions: Human Resources, Management, Construction, and Research & Development. At the beginning of the game, each player will start with the same company board with 1 lobby space and 5 departments. Each department can hold 1-3 active employees.



Each company building has space to expand to include a total of 15 departments. As the game goes on, players will be able to construct new spaces in their building, unlocking new strategic options. Some extra departments will have more than one tile available, but others only have one, letting players customize their board for their individual strategies. As players build up their company and fill up the floors of



their building, they'll gain more victory points. Adding departments on the highest level of the building, for example, is worth 3 victory points for each department on that level at the end of the game.

With 16 unique department tiles in the game, players will have plenty of choices for which strategy to pursue. Some departments even provide passive or ongoing effects. Adding a new lobby department tile will allow faster access to other departments, minimizing the need for employee movement. A new construction tile can enable new building capabilities and reduce the cost for building projects. Research and development can get you far; a new design department can improve efficiency with more study points or reduce the cost of transportation development costs. Players will want to make sure they have some departments available in each category to make sure they're taking advantage of the different actions, but each player can choose which category to put more emphasis on as they build up their company with different departments.

### A STRATEGIC TIMELINE

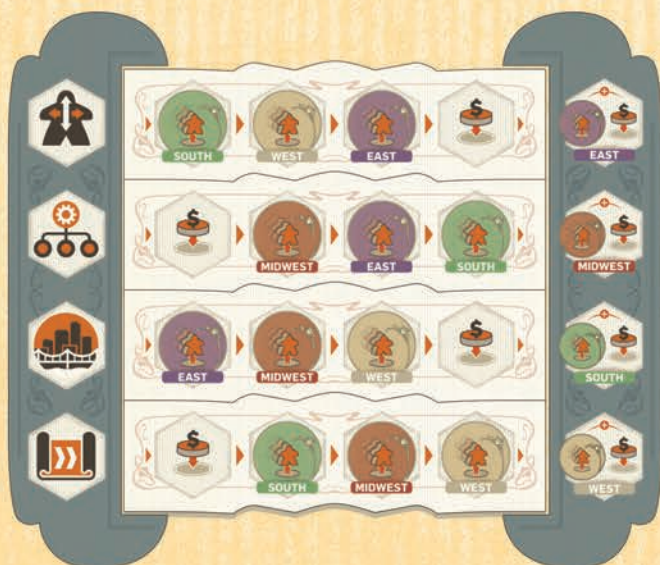
In Carnegie, players will select their actions from the same timeline, which is setup at the beginning of the game. With 8 different double-sided timeline tiles, each game will present different choices.

The first player will select the timeline row they wish to use:

Human Resources, Management, Construction, or R&D. Each of these rows relate to the departments in a player's company and will activate those departments for actions. In addition to activating the departments, the players will also get to do the event printed on the timeline row.



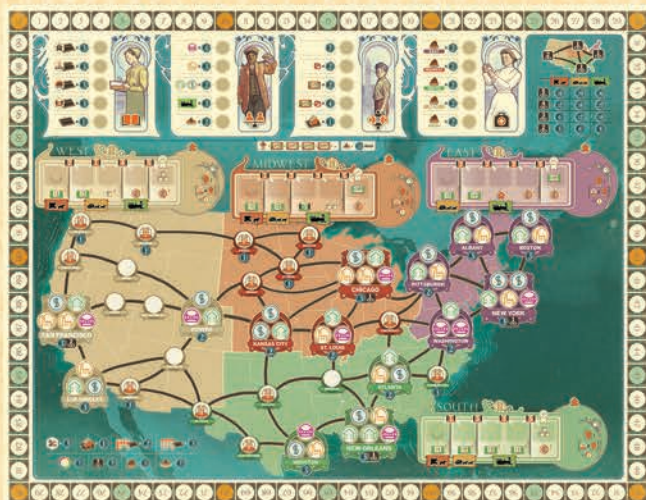




The active player choosing the placement of the timeline marker on the row will get to select their strategy and do their actions first, but then the other players will also get to do those same actions. So, players must think strategically as they make their selection, looking at what could benefit them versus other players. Maybe selecting an action that places employees out on the board into the Eastern region will be beneficial for the future. Maybe it's better to select the donation action since the other players don't have enough money to donate themselves. Each action will be open to the other players so pay attention and think a few steps ahead!

### A CHAIN OF TRANSPORTATION

As the steel tracks are placed across the country, transportation improves and brings more wealth and goods to businesses. Each of the four regions across the board have their own transportation track. At the beginning of the game players will start at the first level with a simple cart. During the game, players can upgrade their transportation to the railroad level or beyond, claiming extra points and bonuses.



Establishing connecting routes across the country will also be important for victory. Upgrading the transport method (cart, stagecoach, or railroad) for each region is only one piece. Players will

"SUCCESS IS THE POWER  
WITH WHICH TO ACQUIRE  
WHATEVER ONE DEMANDS  
OF LIFE WITHOUT  
VIOLATING THE  
RIGHTS OF OTHERS."

ANDREW CARNEGIE

also want to stake their claim in smaller cities to establish a connecting route between the major cities of New York, Chicago, New Orleans, and San Francisco. With smaller cities only having space for one player to claim them, each player will need to think carefully about their planned transportation routes!

### BECOME A BENEFACTOR

True success is measured by more than just wealth. Though Andrew Carnegie became one of the richest men in the world thanks to his business in the steel industry, he was also a benefactor and philanthropist, donating much of his wealth to charities and foundations across the country.

During the game players will have the opportunity to donate to education, human rights, welfare, and health. Each of these categories can be seen at the top of the game board and each offers different opportunities for boosting end game scoring.

Though there are many different options in each category, once a space is claimed by another player that bonus is only theirs. Some bonuses, like the 7 victory points in the welfare category, are straightforward to claim. Others can have a cost or give different bonuses depending on the board state at the end of the game. For example, the final space on the welfare track will give that player 1 victory point for each active employee in their company at the end of the game. If a player claims this bonus spot, they'll want to make sure to have employees standing in their company at the end of the game to maximize those bonus points.



Whether playing solo or with friends, Carnegie is a fun and challenging strategic game where your choices interconnect across the board. Carefully select your actions, build up your company, and rise to the challenge to discover true success in Carnegie!

...

Beth Erikson is the Marketing Manager for Pegasus Spiele North America. She is an avid gamer, a collector of far too many books, an explorer of the outdoors, and an artist who loves the Art Nouveau period.



# SKULL CANYON SKI FEST



## SKULL CANYON SKI FEST

PAN 202120 ..... \$39.95 | Available April 2022!

Skull Canyon: Ski Fest is the latest release from Pandasaurus Games, in which players ski down the snowy mountain, staking their claim to fame on various runs — from beginner Bunny Hills to the difficult Black Diamonds! At the end of a long day on the slopes, players will enjoy some rest and recoup at the village. This approachable mid-to-lightweight game has mechanics familiar to players who love Ticket to Ride and Tokaido!

**JASON:** Growing up in Edmonton, Canada I spent a large part of my youth on skis in the nearby Rocky Mountains. Friends and family would often gather for impromptu races down especially gnarly runs and end up spending the waning hours of daylight in the village below, sipping warm drinks by the fire.

Around November of 2018, I started to design something in earnest thinking that a game based on the duality of ski and Après-Ski would be unique and fun. Many of the existing skiing games seemed to rely mainly on simple movement mechanisms. There appeared to be room for a new skiing game with more compelling gameplay and strategy.



We started laying out a game board with connected ski runs and a village below. I thought it would be cool to draw the peak of the mountain as a skull image. The original name that I wrote next to it was "Ghost Mountain," which led to a more macabre backstory which featured a menacing Yeti and a haunted hotel that had been shuttered for years and was now re-opening. Of course, they would have to have a festival to celebrate, hence Skull Canyon: Ski Fest.



**JASON:** From the earliest concept, we knew that one of the unique things about this game would be the two distinct phases: skiing and Après-Ski. Our thought was that they should both feel very different with skiing being the faster paced and more competitive part of the game, while Après-Ski would feel more laid back yet still strategic.

For skiing, the core gameplay consisted of selecting actions such as riding a lift, training, and skiing by playing sets of cards. One design goal was to have relatively quick player turns, like Ticket to



In early 2019, Kip Noschese, my partner on other projects, joined me in co-designing the game bringing his amazing artistic and creative talents. This would be our first board game project together, but we already had experience combining our technical and creative skills.

**KIP:** In many ways, being a first-time board game designer involves a steep learning curve just like learning how to ski. I was excited when Jason approached me about working together on a skiing board game. At the time, my family mostly owned just popular board games that you could buy at Target and the most complex game that we owned was Ticket to Ride.

Working together remotely, the early development consisted of weekly video calls, brainstorming, and sketching out ideas visually. We both started acquiring and playing more board games while researching game elements and mechanics that might work for our skiing game.



Ride, by drawing or playing cards. These decisions could be made more interesting with elements of point-to-point movement on the mountain. Earlier versions even had players collecting items, such as festival flags, along the way.

The act of skiing a run in the game evolved from a simple luck-based die roll (which understandably aggravated some playtesters) to an event deck and ultimately we opted for set collection based on matching cards by either their color or terrain.

One of the earlier versions of the game involved tracking a player's individual endurance. This led to problems where players forgot to decrease their endurance, or worse yet, players sat idle for the last few turns of the round. In a future iteration, we eliminated endurance and replaced it with a daylight tracker which helped with the pace of the game and required less individual upkeep. This is where having a co-designer is of immense benefit as we would often take each other's ideas and distill them to their simplest form.

The Yeti was an early and consistent part of the game and we enjoyed giving players ways to occasionally mess with each other by blocking runs. Avalanches were another thematic element that we always had in mind but struggled to find a good way to incorporate them into the game until much later.

Run tracking was also added later in the development cycle to give gamers that wanted a bit more strategy in the game an additional avenue to pursue end game points.



**KIP:** The Après-Ski phase of the game started out as a deck of cards. There was still a worker placement mechanism, but the village locations were revealed randomly with ghost cards shuffled in. The ghosts were skiing legends that gave you different powers on the mountain. You could acquire them in exchange for fame tokens that are earned while skiing. However, through playtesting, we found that the ghosts created some mixed reactions, so we decided to turn the ghosts into living legends who would serve as your ski buddies. That proved to be awkward as well, so we dropped the legends altogether, replacing them with a deck of gear cards available at the end of Après-Ski.

The locations in Après-Ski evolved as well. Instead of randomly placed cards, we made them static locations on the board. Not only did this work better, but it meant less cards to be printed and simplified the setup. A breakthrough moment happened when Jason suggested that the movement through the locations in Après-Ski could be similar



to the game Tokaido. This limited movement to one direction (left to right only) and the number of allowed players at each location. It seemed to fit naturally and give each player a unique experience. Even if another player blocked a desired location, there was always another option to make an upgrade to prepare for the next day on the slopes. It was fun coming up with the locations too. One is called yodeling which we encourage people to do for fame! One of the most popular locations among playtesters was the "casino," known as Let it Ride, where you can push your luck for more slope cards.



**KIP:** We hope that Skull Canyon Ski Fest provides hours of enjoyment for skiers, gamers, or even Yetis, resting their feet after a busy day on the slopes!



# THIS WAR WITHOUT AN ENEMY

THE ENGLISH CIVIL WAR ON THE TABLETOP

## THIS WAR WITHOUT AN ENEMY

AGS 19024-TWWE..... \$72.00 | Available March 2022!

The first English Civil War was the most significant of a series of conflicts that raged across England, Scotland, and Ireland during the middle of the 17th century. The three kingdoms were all ruled by King Charles I, whose unpopular religious policies sparked two wars with his Scottish subjects, while his fights with the English parliament over money also escalated into armed conflict. The Royalist forces fighting for the king were opposed by the English Parliamentary troops and their Scottish allies in a struggle for political, economic, and religious control of England.

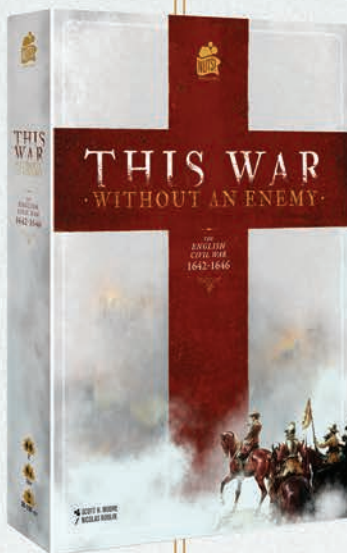
The conflicting loyalties and passions of the "Wars of the Three Kingdoms" live again in This War Without an Enemy, a 2-player strategic block wargame designed by Scott Moore, published by Nuts! Publishing, and distributed in North America by Ares Games. In the game, one player represents the Royalists, and the other player controls the Parliamentarians and their Scottish Covenanter allies.

The game engine is that of a card-driven "block" wargame: wooden stand-up counters hide the true nature of units on the board, creating a "fog of war" effect, while the cards in hand drive the players' actions. These core mechanics are improved by several innovations to simulate both the warfare of the time and the unique nature of this conflict. The usual block game mechanics for field battles have been modified with special rules for artillery, cavalry, and infantry, while a completely new system has been designed for storming and sieges.



Every player has their deck, and the card decks are adjusted from year to year to reflect the historical progression of the war. Players acquire Victory Points through the capture of cities held by the opponent, while the Parliamentarians can move closer to victory by capturing the King. Five different scenarios are included.

The game map depicts England and Wales, the scene of the conflict, split into five Regions and further divided into Areas, as well as parts of Scotland, Ireland, and 'The Continent', from which other forces may enter the war. New troops that can be raised in England and Wales are represented by blocks kept in the Recruitment Areas. Blocks that enter the game through major events or through card play remain off map.



The blocks are colored blue for the Royalists, orange for the Parliamentarians, and green for their Covenanter allies. Each block has a Tactical Rating, based on its class — Artillery, Cavalry, or Infantry — and an effectiveness from 1 to 3. Most of the blocks have a designation showing their home Region, which places restrictions on their movement and ability to recruit. The most important generals are represented by their own blocks and are either Leaders or Regional Leaders, with the ability to take regional blocks out of their home Region.

At the beginning of each Year, players draw a hand of six cards, corresponding to the number of turns to be played — the exception is the first year, 1642, with only two turns. Each Turn consists of five Phases played in sequence.

In the Initiative Phase, each player plays a card to determine the player order for the Strategic Phase, in which each player, in turn, spends the action points on the card they played to move blocks and/or recruit. Battles and siege combats take place in the Tactical Phase. Battles are resolved on the Battle Mat. This helps players to keep track of the timing of the battle and the interaction between

the blocks. There are different sections for each class of block, as well as for reserves and for off-battlefield cavalry. There are specific rules for each class of block that reflect the use of the different types of soldiers on a mid-17th century battlefield.



In the Supply Phase, blocks exceeding the supply limit of an area are reduced in strength, and in the Victory Phase, if the marker on the Victory Track has reached 3 or more VPs for a player's side, then that player has won the game (the game ends anyway in the year 1646).

In the Winter Turn, there is a further Phase, the Year End Phase: new blocks are added, regional recruitment takes place, regional blocks return home, and the card decks are prepared for the next year.

The 24-page rulebook includes hints on playing the game, presenting Royalist and Parliamentary strategies and tactical considerations.

With its innovative game mechanics, This War Without an Enemy allows the players to recreate the Wars of the Three Kingdoms. Will history be repeated with victory for Parliament and the execution of Charles I? Or will the divine right of Kings prevail over the Roundhead rebels and usher in a new era of absolute monarchy?



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# DARK SOULS™

## THE ROLEPLAYING GAME

### DARK SOULS: THE ROLE PLAYING GAME

SFL DS-RPG001 ..... \$44.99 | Available May 2022!

*Dark Souls: The Role Playing Game* is based on the best-selling video game franchise, this book contains everything you need to begin playing exciting, challenging Role Playing Games (RPGs) in the sinister, crumbling world of Dark Souls. From innovative combat mechanics, endlessly customizable character design and a host of unique spells and abilities, the *Dark Souls* RPG is designed to enable players to experience the strange, ethereal atmosphere of the games, while crafting their own story of inevitably doomed heroism. Coming out from Steamforged Games in May 2022, we talked with the lead designer, Richard August to share more about the upcoming role-playing game.

I'm a thirty-something nerd from Manchester, UK. I started writing RPGs seriously about six years ago, as a freelancer. Then, thanks to some extreme good fortune and very similar tastes in miserable British fantasy to Mat Hart (SFG's CCO) I managed to get a job doing it full time. *Dark Souls: The Roleplaying Game* was inspired by the question: who wouldn't want to write that game if given the chance? The *Dark Souls* universe is rich, deep, and thoroughly unpleasant - perfect ingredients for an awesome RPG!



**What do you recommend for players starting their journey and first session?**

Don't expect this to be easy. The difficulty is a key element of *Dark Souls*, and it's an essential thematic element, as much as it is a technical one. It's a game series about relentlessness, about hardship, and gloom, and desolation. That's what this game wants to retain. That's not to say it shouldn't be fun too! 'We must imagine Sisyphus happy,' as the man said.



The *Dark Souls Board Game* line is a flagship product for SFG, what are you excited for players to experience with the *Dark Souls* RPG? An RPG is, typically, a much more personal experience than a board game. That's not a criticism of board games (I love board games!) but while both games share DNA, they're trying to achieve a different goal. The board game is a perfect emulation of the tactical combat elements, the grinding, of the original video games. The RPG preserves those key gameplay beats but reframes them; it becomes about your choices. What does your character do? You're not just a Knight, or a Herald, or a Thief. You're unique. The difficulties you face cost you personally. Every death is something you have to deal with. *Dark Souls: The Roleplaying Game* is about confronting you with the genuine existential horror of the *Dark Souls* universe.



**During playtesting, do you have a favorite memory or moment that stood out for you?**





14

# CHARACTER GENERATION

**Y**ou awake by a bonfire; the flames lick and smear at the darkness, forcing it back. Beyond the circle of light, shadows move. Things stir, watching you, waiting. But, for now, that's all they do. Who are you? You're unsure. Something like memory gnaws at the fringes of your mind. Flashes of silver. Screams of the dying. Maybe. But not now... this was before. Long before. What matters is: who are you now?

Generating a character is straightforward and extremely quick, allowing you to get exploring the ruined kingdom of Lothric as soon as possible.

The character generation process has five simple steps, detailed on the following pages. All you need to do is follow them, filling in your character sheet as you go.

If you're concerned this is too simple, don't worry. As you play, there will be plenty of opportunity to customise your character, tweaking them so they suit your vision and play style; as your character gains skills, abilities, and equipment, there will be a plethora of methods to make your character feel truly unique.

The most important piece of feedback I received was from one of my favourite designers, and people in the industry, Alan Bahr. He did a developmental edit, and he came back and said: this works. It's good. That, for me, was about as good as it gets.

## What can players expect for the future of the *Dark Souls* RPG?

I can't go into any specifics (unless I want my boss to do his best impression of Aldrich), but we have a full line of books planned, to deepen the world, the options open to players, and the number of horrible things able to tear them limb from limb. So, all being well, there's lots to come!



## Are you good at *Dark Souls* the Video Game? Have you beat the game?

I am hopeless. Fortunately, a very good friend of mine, Apollo, is not. So, he played through them, and I watched. I coupled that with spending hours reading the wikis, fan theories, YouTube lore videos and playthroughs, and the making of books. I've tried to 'get good' but never managed to. I do think that's given me a valuable perspective; one of the core themes of the game is cycles of failure, of doomed inevitability. I definitely learned that the hard way.

*Dark Souls: The Roleplaying Game* will be available from Steamforged Games starting in May 2022.

*Richard August is a tabletop roleplaying game designer and writer, from Manchester, UK. He is the lead RPG designer at Steamforged Games, responsible for the Epic Encounters line, and several others. He's also worked as a freelancer on major game lines, including Dune, Conan: Adventures in an Age Undreamed Of, Runequest, and many others.*



# BATTLETECH

## RESURGENCE

CATALYST

### BATTLETECH: BEGINNER BOX

CAT 35020 ..... \$ 19.99 | Available Now!

*BattleTech* has been in continual publication for nearly forty years. That's an amazing accomplishment in the hobby game space. However, what's even more astonishing is that we are on the cusp of being able to definitively state that *BattleTech* is more popular now than at any time in those four decades.

The great posters included with this issue are the direct result of that resurgence and we wanted game fans and retailers to have a copy. Thank you! Furthermore, the laminated shelf-talker will help any player — new or old — know which box sets, books and miniatures to grab as you launch your own assaults across the stars!

I'd like to take you on a tour through the amazing resurgence that's gripped *BattleTech* over the last three years and what it means for a new generation of players experiencing this seminal game and universe.

### MINIATURES

At the very start of 2019, Catalyst Game Labs published the *BattleTech Beginner Box* and *A Game of Armored Combat*. The pair of products were the culmination of years of redesign work. We started with just a dozen BattleMechs and fully redesigned them from the ground up, retaining all of the unique aesthetics that made these units beloved by millions for nearly four decades, but wedding in modern sensibilities. They were, without a doubt, the highest-quality plastic miniatures ever created for *BattleTech*. Though the two boxes provided just a first taste of the redesigns that were possible, they won over gamers around the world — the first printings sold out instantly, and both box sets are in constant reprints to keep up with continued high demand.

Including the multiple reprints of all twenty ForcePacks, the three box sets — *Beginner Box*, *A Game of Armored Combat* and *Clan Invasion* — and various Salvage Boxes, as you read this we have now produced more than three million plastic miniatures in three years!

### CORE RULEBOOKS

The fantastic new miniatures are the bedrock of *BattleTech*'s amazing resurgence, but interest in all aspects of the game has risen substantially. This has allowed us to reconfigure the *BattleTech* core rulebook line over the last two years, splitting books when appropriate and moving some material into new forms, based upon community feedback.

As a way to celebrate the treasured history of *BattleTech*, each of these core rulebooks were first reprinted with a cover featuring

vintage art from the first ten years or so of *BattleTech* history. The newer reprints now arriving onto store shelves feature all-new covers displaying the mercenaries that are such an indelible part of the Inner Sphere.

### MAPS

Another aspect of game play that benefitted from the surge in interest was our mapsheets. Before the *Beginner Box* and *A Game of Armored Combat*, the last new maps for *BattleTech* were published nearly twenty years ago. In the last three years, Catalyst has published nearly fifty new maps of unsurpassed quality! What's more, we're created them in both the legacy paper format as well as in the form of high-quality, neoprene maps that enhance any tabletop experience.

### FICTION

Despite the enduring pleasure of the tabletop game experience, fiction is the heart and soul of *BattleTech*. In this last year, Catalyst returned a huge swath of long-loved novels to print, while releasing all-new fiction in many forms, from short stories to anthologies to full-length novels. One of the most exciting additions to our fiction lineup is *Shrapnel*:

*The Official BattleTech Magazine*. Each issue is filled with a variety of narrative and sourcebook fiction, game scenarios, articles and more!

### ILCLAN ERA

Across the four-decade history of *BattleTech*, major plots explode, evolve, and wrap up: one era ends and another begins. Since the factions and technology for game play evolve in step with these plot lines, the *BattleTech* setting is divided into Eras. The game first launched with the *Succession Wars* (and the preceding *Star League*) *Era*. The game then marched through a series of Eras: *Clan Invasion*, *Civil War*, *Jihad*, and *Dark Age*. Last year's publication of the ilClan sourcebook and a series of novels, most notably *Hour of the Wolf*, finally wrapped up the *Dark Age Era* and opened the door to the brand-new ilClan Era.

Paired with our line of redesigned miniatures and the all-new fiction, these sourcebooks give players everything they need to explore the exciting new opportunities at their own game tables.

It really is one of the best times to be a *BattleTech* fan, whether you're returning after a hiatus or checking it out for the very first time! Find out more about the game and our products at [bg.battletech.com](http://bg.battletech.com).

...

Randall N. Bills is the Managing Developer for Catalyst Game Labs, overseeing the strategic development of the perennial *BattleTech* and *Shadowrun* properties, while managing the rollout of Catalyst Game Labs' line of tabletop games, including core development of *Dragonfire*.





# TERRAIN ESSENTIALS

## A BOOK ABOUT MAKING WARGAMING TERRAIN

BY MEL BOSE

## THE TERRAIN TUTOR

Mel Bosc – **The Terrain Tutor** – has been building terrain for almost as long as he can remember. When he was five, Mel built playsets for his little green army men in the corner of a craft store. He was often assisted by model railroaders who were regulars at the store and, by the time he turned 15, Mel was primed for a life of building terrain.

Mel has traveled the world, as a medic in the army, a physiotherapist, and even a salesman. He has worked with people from all walks of life, and looked at things from many different perspectives. It is this approach that he brings to his successful YouTube channel, The Terrain Tutor. Since 2014, Mel has made a living from sharing his passion – teaching people everything he knows about building terrain for tabletop wargaming, for hobbyists, clubs, displays, and for dioramas – and it's that passion and knowledge that he is bringing to this 192-page hardcover book!

### TERRAIN ESSENTIALS INCLUDES:

- PLANNING. • TOOLS & MATERIALS
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MINIATURES





# DEFEND THE NIGHT IN

# GARGOYLES AWAKENING

## DISNEY GARGOYLES: AWAKENING

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Available Now!

*One thousand years ago, superstition and the sword ruled. It was a time of darkness. It was a world of fear. It was the age of Gargoyles. Stone by day, warriors by night. We were betrayed by the humans we had sworn to protect, frozen in stone by a magic spell for a thousand years.*

*Now, here in Manhattan... the spell is broken. And we live again! We are defenders of the night. We are Gargoyles!*

Based on the 1994 animated series (and named for the first season), *Disney Gargoyles: Awakening* is a cooperative, scenario-based game in which players work together as the Manhattan Clan to face off against evil mastermind and billionaire David Xanatos and his army of robotic Gargoyles, treacherous and magic-wielding Demona, unhinged cybernetic Gargoyle Coldstone, and other villains from the show. Playing as Goliath, Lexington, Brooklyn, Hudson, Broadway, or police detective Elisa Maza, you'll glide through a 3D cityscape of Manhattan as you fight for the city's safety.

## PLAYING DISNEY GARGOYLES: AWAKENING

Turns in *Disney Gargoyles: Awakening* are divided into three phases. In the Hero phase, the Heroes move and act. In the Villain phase, Xanatos, Demona, and their minions act. Finally, in the Refresh phase, players draw new cards.

## WARRIORS BY NIGHT

At night, the Gargoyles come to life to defend their home. On your turn, you'll perform the number of actions shown on your Hero's placard. You can either move, attack, or use your special ability. For example, detective Elisa Maza has an attack range of 3 while using her basic attack action (as opposed to a range of 1 for most players), and she may move up to two spaces for free after attacking.

Normally, you'll use one action point to move from one space to another. To scale buildings, you'll need to spend two points to move a single space. On the other hand, you can glide (not fly) farther if you start from a rooftop.



To attack, you'll need to consider your strength (how many attack dice you roll) and range (how far away your target can be). Each character has a base range (normally 1) and strength but will **also** have a hand of cards with specific attacks and actions, which may have different strengths and ranges. Each character's deck is designed with their abilities in mind. For example, Broadway's "Air Stomp" makes use of his size, while veteran warrior Hudson has "Parry."







Some attacks also include the ability to stun minions, which blocks the minion's ability from activating during that turn. Of course, Xanatos and Demona are immune to stun effects.

Finally, all Heroes have a unique skill that can be activated by Skill tokens acquired throughout the game. For example, Broadway can choose to heal one of his fellow Heroes, while Goliath can make the active Hero stronger.

After the Hero has made their moves, the Villains attack! Cards from the Villain deck will move and activate Demona, Xanatos, and their minions, causing them to move and attack. In addition to dealing direct damage, the Villains can make Heroes discard a number of their cards, move Heroes closer to a villains' attack range, and even make players draw another Villain card. Be careful; if any Hero's health is reduced to zero, the game is lost!

### STONE BY DAY

As Villain cards are drawn, you'll add up the number of crescent moons revealed on the cards. Once you reach four moons, the moon sets, and the sun rises. When this happens, players skip the Villain phase, moving on to resolve the scenario's Daytime effects for the Villains instead. All scenarios have different Daytime effects, like allowing Xanatos or Demona to move, healing their damage, activating minions, and more. Heroes are most vulnerable during this time.

### GAME SCENARIOS

*Disney Gargoyles: Awakening* offers four "episodes" for players to explore. In all scenarios, players lose if any single Gargoyle or Elisa Maza falls.

### REAWAKENING

In *Reawakening*, the episode recommended for beginners, you'll battle Demona and Xanatos at the same time. You'll also have to deal with Coldstone. Rebuilt with machine parts, Coldstone's mind is shattered. When he remembers who he is, he will ally with the Gargoyles to fight against Xanatos and Demona. If not, he'll battle the Manhattan Clan just as ferociously. In the game, this is represented by

Coldstone's "blue side" and "red side" respectively. To win, players will need to flip Coldstone to his blue side and defeat both Xanatos and Demona.



### TEMPTATION AND MAGIC

In *Temptation and Magic*, the treacherous Gargoyle Demona has seized an ancient book of magic—the *Grimorum Arcanorum*. To win, the Gargoyles will need to battle Demona, retrieve the tome, and fight those Demona has enthralled with magic.

### INFORMATION WARFARE

Xanatos' technology is cutting-edge at the time. To defeat him in *Information Warfare*, the Gargoyles will need to retrieve three floppy disks containing information critical to Xanatos' plans and turn them into the Police Clock Tower on the board. Meanwhile, they will have to

contend with the Steel Clan (Xanatos' army of steel Gargoyles) and Xanatos himself.

Players lose *Information Warfare* not only if any Hero is defeated, but also if Xanatos manages to gather all the disks within his headquarters at the Eyrie Building.

### BATTLE WITH THE STEEL CLAN

In *Battle with the Steel Clan*, one player takes the role of Xanatos and controls the Steel Clan. This player will attempt to defeat either a single Hero (either a Gargoyle or Elisa Maza) or destroy the Police Clock Tower to win. Meanwhile, the Gargoyles must defeat Xanatos.

### WE LIVE AGAIN

*Disney Gargoyles: Awakening* is perfect for fans of the show or those looking for a lighter cooperative strategy game. The game supports two to five players ages ten and up. It takes roughly 45 minutes to an hour to play. Look for a video tutorial on *Watch It Played!*'s YouTube channel.

Glide on over to your friendly local game store for your own copy of *Disney Gargoyles: Awakening* tonight!

...



**LOST RUINS OF ARNAK (CGE 00059)**

From Czech Games Editions, reviewed by Eric Steiger



12 &amp; Up



2-4 Players



60 Minutes



\$59.95

Here's the bottom line about this game: I really like it, but wow, is there a lot going on here. Deckbuilding, worker placement, 5 different types of resource to manage... *Lost Ruins of Arnak* from Czech Games Edition is clearly suffering from an identity crisis, but in the best way. It looks like an intimidating mishmash of mechanics, but once you begin playing, *Arnak* is surprisingly approachable, and you'll be really glad you did.

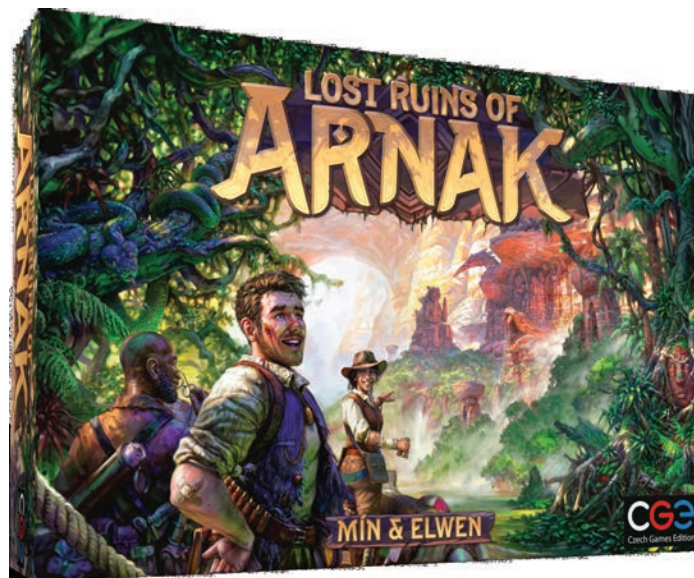
*Arnak* takes some of the expectations of its progenitors and deliberately subverts them: it's a deckbuilder, but your deck is unlikely to get particularly large, and you only discard and draw at the end of a round...of which there are only 5. It's a worker placement game, but you only start with two workers, you never get more, and most of your big moves don't use them at all.

A round consists of players taking turns sequentially until they all pass. You can take one "main" action during your turn, and any number of "free" actions. Free actions consist almost entirely of generating or manipulating your resources. Main actions include sending a worker ("archeologist") to a dig site (either discovering a new one, or visiting an already-discovered one), overcoming a Guardian at a dig site you occupy, buying an artifact or tool, researching to progress on the Temple track, or passing.



Dig sites are your main source of the five different resources in the game. Naturally, there are 5 already uncovered at the beginning of the game (base camps), but the real money comes from discovering new ones. Travelling to a dig site requires using a card in your hand to travel — each card in the game includes at least one travel icon: boot, car, boat, or plane. Planes can be used for anything, and boats and cars can be used as boots, but in general, you need to discard a card whose travel icon matches the space you're sending an archeologist to. When you do, you collect that site's resources. If the site is previously undiscovered, you must spend compass resources to discover it before you travel there, but your reward is one or more idols, which give a bonus resource, 3 victory points, and the opportunity to use it to sacrifice points later for a one-time resource bonus.

Unfortunately, each newly discovered dig site also comes with a guardian. Defeating the guardian isn't necessary to get the site's resources, but if you don't, then your archeologist flees in terror at the end of the round, adding a Fear card to clog up your deck and cost you a victory point. Defeating the guardian, however, nets you a one-time bonus and 5 free victory points.



The biggest source of VP, though, is the Temple. Moving your tokens up the temple track nets you more VP at the end of the game the further you proceed, and best of all, you don't need to spend an archeologist to do it. However, you do need to spend resources. One of the neat mechanics here is that you have two tokens, a magnifying glass and a journal, and your journal token can never go higher on the track than your magnifying glass (after all, you can't write something down before you discover it). The magnifying glass is how you gain VP, but the journal is how you earn assistants, who give a recurring benefit every round. Once your magnifying glass reaches the top of the track (giving incremental bonus points for doing so ahead of your opponents), you can use resources to buy temple tiles for even more VP.

Finally, the game wouldn't be much of a deckbuilder if you couldn't buy more cards for your deck. You can purchase artifacts (for compasses) and equipment (for coins) from a market row to add to your deck, but there are some interesting catches here, as well. For one thing, the round marker is also the divider between artifacts and equipment, and as the game progresses, the available equipment is gradually replaced by artifacts. Additionally, while purchased equipment goes to the bottom of your deck for use in later rounds, you use an artifact's ability as soon as you buy it. *But*, on later rounds, if you want to play the artifact from your hand, you must spend a tablet resource to do it.

As you can tell, there's a lot going on in this game. Fortunately, it is all language-independent, and the iconography is pretty straightforward and intuitive, so it is surprisingly fast to pick up. Which you'll want to do, and play again, because one of the impressive parts of it is the balance — none of the equipment or artifact cards is, by itself, game-defining. But it's really easy to pick out combo opportunities, and a large part of the game strategy is getting cards that synergize with each other, rather than just sniping the "good" ones.

...

*Eric is your friend, and friends wouldn't let you play bad games.*





## WILD SPACE (PAN 202111)

From Pandasaurus Games, reviewed by John and Isaac Kaufeld



1 - 5 Players



10 &amp; Up



25 - 30 Minutes



\$29.95

This review is a little late. And frankly, I blame *Wild Space* from Pandasaurus Games.

We played it through and, of course, made some mistakes the first time. Such is life. Even with our mistakes, this game wowed us. So we played it again.

By then it was dinner time, but we were back afterward for two more plays. The feeling then? Even *more* wowed. We had to quit playing just to get this review out at all.

So let's dive into the top five reasons *Wild Space* will leave you utterly wowed, mildly addicted, and definitely wanting more.

### ANIMALS (AND ROBOTS) IN SPAAAAACE

At its heart, *Wild Space* is a set collecting game flavored with an engine building mechanic. Cards in the game feature engaging artwork of six types of animals (bear, monkey, owl, octopus, iguana, and rhino) as well as various robots.

You are managing a spaceship crew that will explore the game's five planets. You start with one of six animal captains, each with its own mix of special abilities and bonus points.

As you explore planets, you recruit more crew members, either animal or robot. Each crew member has one of six occupations and may also have a special ability. You can also recruit emissaries which give you new ways to score victory points and may have a special ability as well.

### BUILDING THE UNIVERSE

Your crew needs places to go, so one of your setup tasks involves picking the five planets you'll use in the game. Lay out the two starting planets face up, then randomly select three "advanced" planets and add them to your tableau face down.

On your first two turns, you can only explore the starting planets. Players unlock the other planets by adding crew members to their ship. Thematically, these planets present more challenges, so you need a bigger crew to deal with them.

Once a planet is unlocked, it's available to everyone, regardless of how many crew members they have.

### LANDING AND EXPLORING

*Wild Space* uses a very clever timing mechanism that limits the number of turns in the game. Each of the five planets has two sectors, giving you 10 potential landing spots.

Players get five spaceships each. The ships can only go to one sector of one planet. They land on their first turn and explore on a second turn. Five ships, each with a landing and exploration step, mean you get 10 turns to grow your crew and score victory points before the game ends.

### RUNNING YOUR ENGINE

The engine building aspect of the game plays out in the abilities on the crew cards and the actions available on the planets.

As you play a crew card that has an ability, the ability triggers. If the crew card has a "veteran" medal on it, that unlocks a new ability or victory points on your captain card, too.

Some crew abilities also have conditions you must meet before the ability will work, such as discarding a card or having crew with a certain specialty.

Abilities only trigger once per crew card, but if one card lets you play another, you can chain the abilities and keep going. In one of our test games, Isaac pushed this mechanic to the limit by spending several turns drawing cards and then playing his entire hand in one spectacular round.

### SCORING ALL THE POINTS

Victory points in *Wild Space* come from the mix of animals and robots in your crew, the missions on your emissary cards, and your captain's veteran track.

You start with five points for each set of three matching animals, plus another five points for each additional matching animal in the set. If you had five iguanas in your crew for example, they would earn you 15 points (five for the first three, plus five each for the other two).

Emissaries give you points based on your mix of crew cards and their abilities, such as a bonus for every three pilots, having pairs of bears and engineers, or having the most emissaries. Robots can help you complete emissary goals, but they don't count as animals for making sets.

### VERDICT

*Wild Space* is one of the best medium-strategy games we've seen in a long time. It's the whole deal, with something for everyone.

The varying captain abilities, randomly available crew cards, and demands of unknown planets mean every game presents unique challenges to the players. Since it only takes about 30 minutes to play, it also has that magical *one more game* thing to keep players coming back.

Topping it all is the big feature I look for as a future empty-nester: solitaire play. *Wild Space* delivers that as well with a set of "solo mode" cards. You can even adjust the difficulty level of your solitaire game.

If you enjoy set collecting and engine building, or just love the idea of animals exploring the galaxy, then *Wild Space* is for you.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





**DINOSAUR ISLAND (PAN 201703)**

From Pandasaurus Games, reviewed by Brian Herman

 8 & Up	 1 - 4 Players
 90 - 120 Minutes	 \$59.95

Dear reader, I must tell you: I can't imagine the stress involved in running a theme park. From juggling attractions to managing guest lines and expectations to refreshments and sanitation, the whole affair seems like it would be more headache than it's worth. Having been to a few amusement parks in my life has only strengthened this opinion. I almost get overwhelmed with the entire experience as a consumer, so how could I oversee it all? Now on top of that can you imagine a cadre of extinct dinosaurs as the main attractions, threatening at any moment to escape and run rampant while devouring your paying customers? If that idea sounds a little dangerous, a little fun, and a little intriguing...then Pandasaurus' Dinosaur Island is a game right up your alley.

In Dinosaur Island, you and up to three other players (or just you, if you want to tackle the game's single player mode offering) take on the role of park managers running fictional companies specializing in creating dinosaur theme parks from scratch. You and your fellow players will manage every aspect of this, from harvesting dinosaur DNA to hiring specialists, building attractions, and increasing your security levels to keep the bloodthirsty prehistoric beasts at bay.



To start, each player gets two game boards. One to manage their lab to harvest and create dinosaurs, and one to manage their park. Three more boards are placed in the center of the table, one to manage turn order, excitement, and victory points, another to manage research of DNA and new dinos, and a third to represent the open market. DNA dice, tokens, scientist tokens, worker meeples, and money are distributed to all players. The type of game (Long, Medium, Short) is determined, with endgame objectives established. Next unique plot twists are revealed, and finally the game is ready to begin. Dinosaur Island is played

over a series of phases that manages each aspect represented by the different boards, culminating in attracting new visitors and keeping them safe.

During the Research Phase, players take turns assigning their Scientist tokens in a worker placement role to acquire new DNA, increase their DNA storage, acquire new dinosaur templates, and assign workers to their lab for a future turn. During the Market phase, players each get two actions taking turns to purchase new lab upgrades, acquire even more DNA, hire specialists, or build attractions in their park. During the Worker phase, players work on their own lab boards in parallel spending DNA to purchase dinosaurs, increasing paddock sizes, beefing up security, or activating specialist upgrades and employees. During the Park phase,







visitors are attracted to each player's park each with money to spend based on the player's excitement level and queue both outside the park and at each attraction. Each player evaluates their threat and security levels of their park during this phase, with the possibility of dinosaurs breaking free and eating guests! For every guest not eaten at the end of this phase, players score victory points before cleaning up the end of round and setting up for the next one.

Dinosaur Island is an incredibly crunchy game, with a lot of moving parts. I have found that despite my reluctance to ever want to run a theme park of my own in real life, I can't stop coming back for one more game, unlocking new strategies and discoveries as a prehistoric beast park manager. The level and depth of strategy and discovery



When setting up the game, 3 objective cards that correspond with the length of game being played are placed aside the various boards and piles of tokens that players share. When any player meets one of these objectives at any point during a round, they place one of their custom company's tokens on it to indicate that objective has been met, which will afford that player additional points at game end. When two of the three objective cards have been claimed with any number of player tokens, the game will end at the culmination of the current round, and players will score points for all dinosaurs in their park as well as their objective cards.



in this box from Pandasaurus cannot be underestimated, and neither can the level of fun in a game night of a loose T-Rex, eating paying customers as they dine at the "Raptor Nuggets" restaurant.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.





# STEVEN RHODES COLLECTION (CZE 28869, CZE 28883, CZE 28906)

From Cryptozoic Entertainment, reviewed by Thomas Riccardi

 12 & Up	 2 - 5 Players
 20 - 35 Minutes	 \$19.99

If you are a fan of pop culture you might have heard of the name Steven Rhodes or have seen some of his artwork on a t-shirt at some point. Mr. Rhodes has a talent of taking loveable kids that might be at home from a 1950's short and putting them in some unusual situations. From taking care of a demon cat to trying to master the art of pyrokenesis these are just some of the projects that can be worn or displayed in your home. The folks over at Cryptozoic have now developed a new studio called Dynamite Games based on his work. This review will cover the first three offerings in this series.



*Let's Summon Demons* has you and your friends trying to summon these infernal beasts from the fiery pits of the Underworld. Every player starts out with five souls and a candle as each of the players takes turns and rolls the dice. When the amount is rolled that activates your candle you gain a soul even if you didn't roll on that turn. There are two optional actions you can perform on your turn which is to put one of your characters from the block into your hand. This requires three souls however, anytime someone rolls the number on the corresponding card you get that effect into the game. For example: when someone rolls a 5 my Sweet Louis effect is that I gain a soul. As you collect children and animals you can choose to sacrifice any combination of them to put a demon into play. Demons have different effects when they come into play either with a passive effect or one that activates on a roll of a certain dice. Demon effects ONLY come into play when you roll, not when others do. The first player to summon three demons and have ten or more souls wins the game!



Remember what your mom and dad said, and *Don't Talk to Strangers!* In this game you play as kids trying to make it home from school. However, the parents seem a bit preoccupied and aren't really paying attention to what they are doing so you are on your own. And what makes matters worse is that the town is plagued by an extraterrestrial menace that kidnaps anyone they come into contact with. Players are tasked with trying to get their kids home from school into a scoring area such as homes, the park or the pool. This is done with the movement cards from your hand as you can play these and move your kid a set number of spaces. Once this is done you will draw another card from the deck and if it is a stranger card you will play that immediately. The game is played until all of the strangers have taken up all of the spaces on the board. When this happens the points are tallied and the player with the most points wins the game. This game may sound simple however, if you have players that are trying to screw each other this can be a difficult game as you can take control and move kids to either help you or to screw other players.



The kids in the neighborhood are getting bored so what do they do? They break into a cemetery and start to dig as they shout *Let's Dig for Treasure!* This is a press your luck game in which you start by shuffling the deck of cards and making three equal piles of the cards in the center of the table. Each player will draw from the top of any deck and decide whether to keep going or to bank the cards that you have. Players can keep going until they have either played two worms or uncovered an evil skeleton. Play continues until one of the decks is completely depleted and at that point you will go ahead and tally up the points that you have and the player with the most points is the winner. On the surface this sounds like the easiest game to pick up and play however, there are cards that will put a twist on the game. For example: if you were able to bank the loyal dog card on your next turn if you were to uncover an evil skeleton your turn would not end as the dog would protect you.

The first three offerings from Dynamite Games come with a great tagline which is "Easy to learn, fun to master." Each of these games are in fact quite easy to pick up and play and feature some amazing art from the very talented Steven Rhodes. For more information on these games and some of the up-and-coming ones that are on Kickstarter head over to [cryptozoic.com](http://cryptozoic.com), and get ready to summon up some fun... in Hell!

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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## Greetings GTM Fans!

For our February issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Steamforged Games to bring you a giveaway you'll love!

One lucky winner will receive a copy of the two fantastic *Epic Encounters* products above, courtesy of our friends at Steamforged! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on February 22nd and will close on March 21st, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).



# ENTER TO WIN!!!

[www.GTMGiveaway.com](http://www.GTMGiveaway.com)



### CONSIDER YOURSELF LEGALLY DISCLAIMED:

No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. *Game Trade Magazine*, *Game Trade Media*, and AGD are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in *Game Trade Magazine* and/or *Game Trade Media* without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. *Game Trade Magazine*, *Game Trade Media*, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. An adventure is only an inconvenience rightly considered. "Beyond the scope of light, beyond the reach of Dark... what could possibly await us?"



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